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1st News about PlayStation 2

VOLUME 1
ISSUE 12

Official U.S. PlayStation Magazine

Parasite Eve

Square's Sexy New RPG/Thriller Reviewed Inside

Official U.S. PlayStation Magazine Issue 12 (September 1998)

September 1998
$7.99 U.S. $9.99 Canada

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SPYRO AND LARA CROFT–HOLLYWOOD'S HOT NEW COUPLE!

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SEPT. 8, 1998

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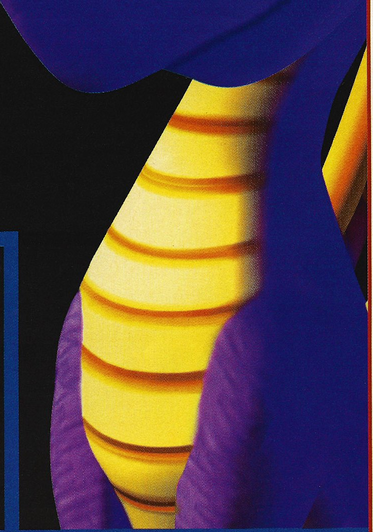
EXCLUSIVE REPORT

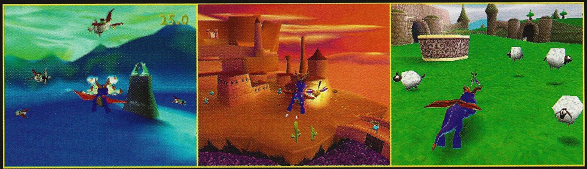
Spyro breathes fire, glides, flies and headbutts his way through graphically stunning, completely interactive worlds. Spyro rescues dragon families, collects treasure, recovers jewels and discovers hidden regions. Psychic claims, "Spyro for President in 2000!"

SPYRO-MANIA SWEEPS COUNTRY!

PURPLE DRAGON-THEMED CULTS SPRINGING UP AROUND THE GLOBE.



Disgruntled sheep seeks damages. Claims Spyro breathed fire on him.



UFO OR SPYRO?

Unidentified purple object seen gliding over L.A.

SPYRO THE DRAGON

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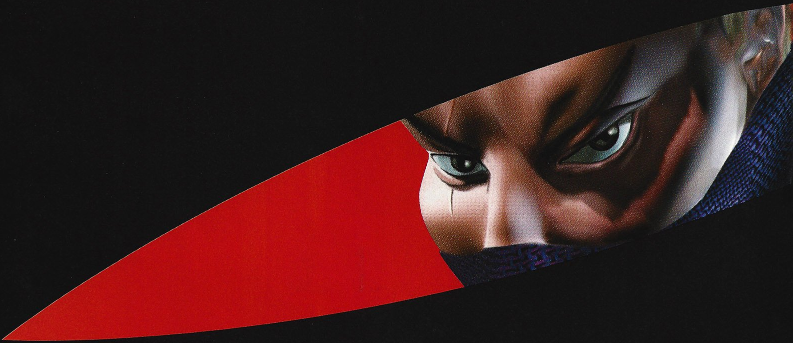

[THE STEALTH NINJA RIKIMARU, AS SEEN BY THE VOCAL

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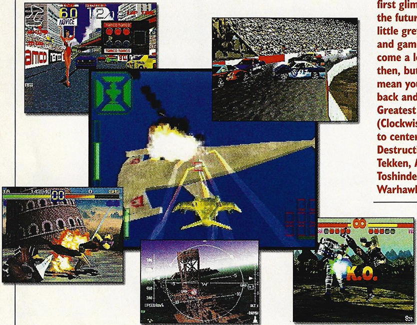
Editorial

Words of wisdom from some guy that works here



These games were our first glimpse of what the future held for our little grey box. Graphics and gameplay have come a long way since then, but that doesn't mean you can't go back and enjoy these Greatest Hits titles. (Clockwise from top left to center: Ridge Racer, Destruction Derby, Tekken, Air Combat, Toshinden and Warhawk.)

When I get misty-eyed and start to reminisce about the early days of the PlayStation, I can't help thinking about the first game that really opened my eyes to the system. Although it was a masterpiece in its own right, it was not Ridge Racer. No, the game I speak of is Warhawk. Obviously the graphics were cool, control was good (although overly complex) and the music was top-notch, but what really elevated the game was the unique levels. One of the most memorable being the third stage which was an air battle heavily influenced by the *Star Wars* movies.You had to fly around these huge battleships while fending off smaller fighter drones and not only could you enter and explore the big battleships, but you could also shoot them down and watch them splash into the ocean. Excellent.

So what has prompted me to take this trip down memory lane? September marks the three-year anniversary of the PlayStation console in North America. Check out the feature on page 98 to see the events and software that has made the PlayStation what it is today. On a much smaller note, this month marks the 12th issue of *OPM*. Hurray! Thanks again to all the loyal readers out there. Last, but not least, I implore you to dig through your collection and bust out that copy of Warhawk. Yeah, the graphics are fairly dated, but this type of action has only been rivaled by Colony Wars with no other titles that are even in the same league. It's also available as a Greatest Hits title ($20) for those of you who may have skipped it and if you're still skeptical, try at least renting it. Just ignore the cheesy live-action cutscenes and you'll be OK.

Wataru Maruyama
Editor in Chief

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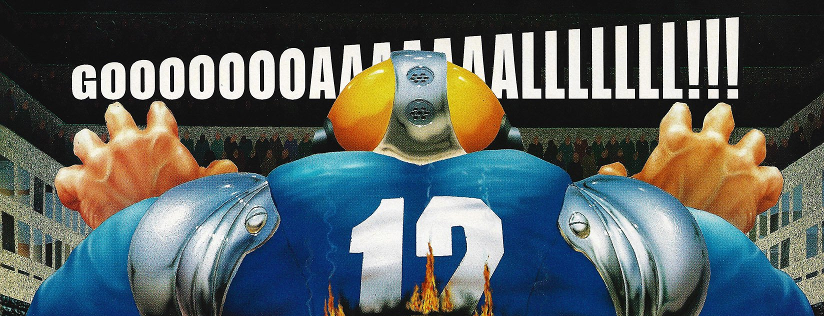

In the Dead Ball Zone arena,
the aim of the game is simple.
Put the ball in the back of the net.
By catching. Shooting. And beating your
opponents to a pulp. You're the manager of a
team of Minor League psycho's trying to make it to the
World Championship. But be warned, in Dead Ball Zone,
a veteran is a guy who's playing his second game.

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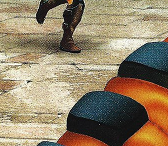
10 GEOSPHERE ARENAS
AROUND THE WORLD.



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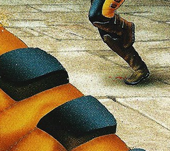

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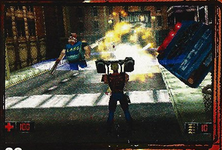
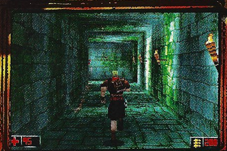
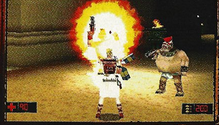
LET THEM EAT



20 ways to Annihilate Alien Trash...
A merciless **Motherload** of all-new **Weapons!**



Blast the **past** in the Wild West,
The Dark Ages, and Imperial Rome!



It's **Sudden Death** on all sides in 30
single-player and two-player **massive** levels!

Girls Girls
Girls

Travel through time in an all-new **Nukem frag-fest** exclusively for the **PlayStation**® game console.
In this revolutionary third-person shooter Duke annihilates **ancient Rome**, conquers the **Dark Ages**, tames the **Wild West** and lights up **L.A.**, proving once more that the only **good** alien is a dead one! With a colossal arsenal of high-tech, **all-new** weapons and more Nukem **attitude** and humor than ever before, **TIME TO KILL**™ gives you **more** of what you crave.
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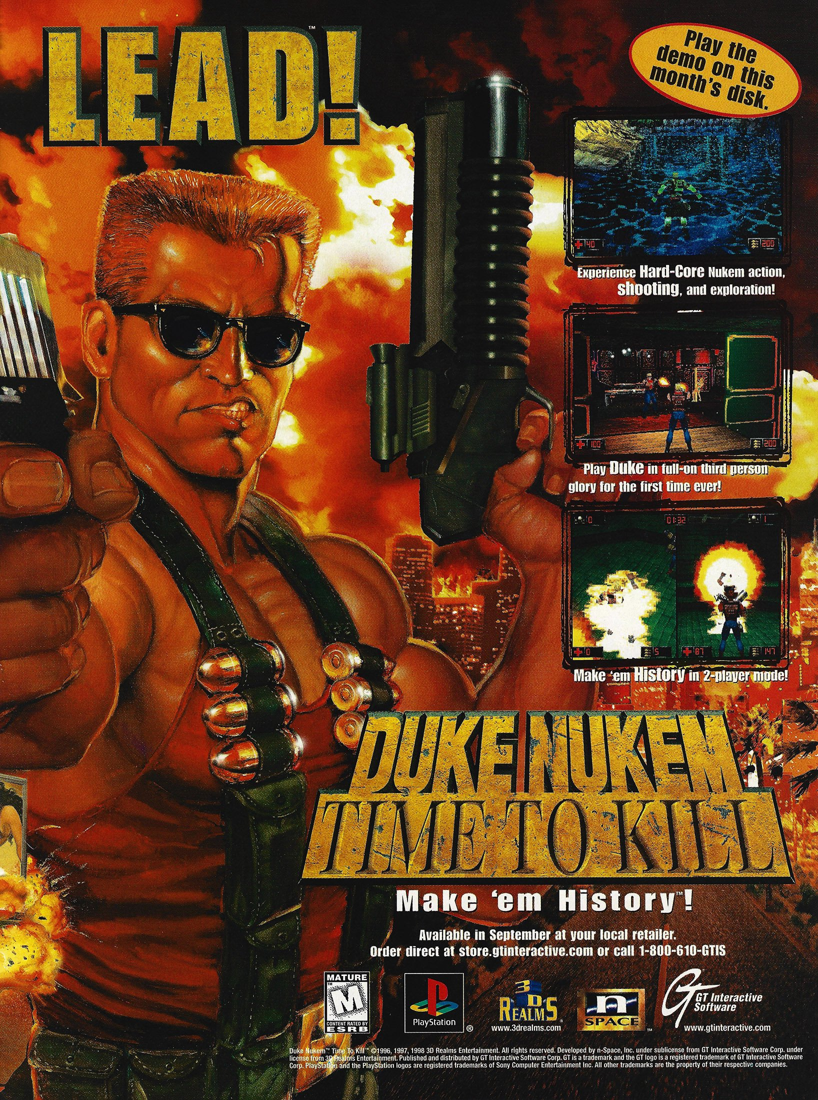
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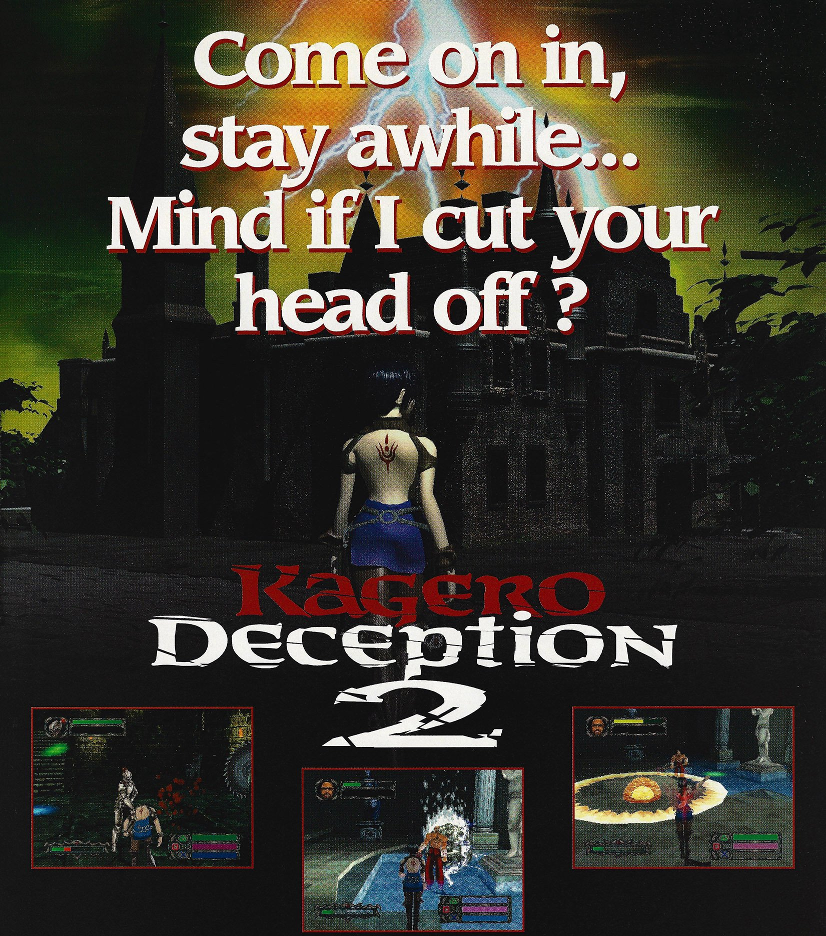

The Sequel to Tecmo's Award-Winning 3D Trap-Battle Game

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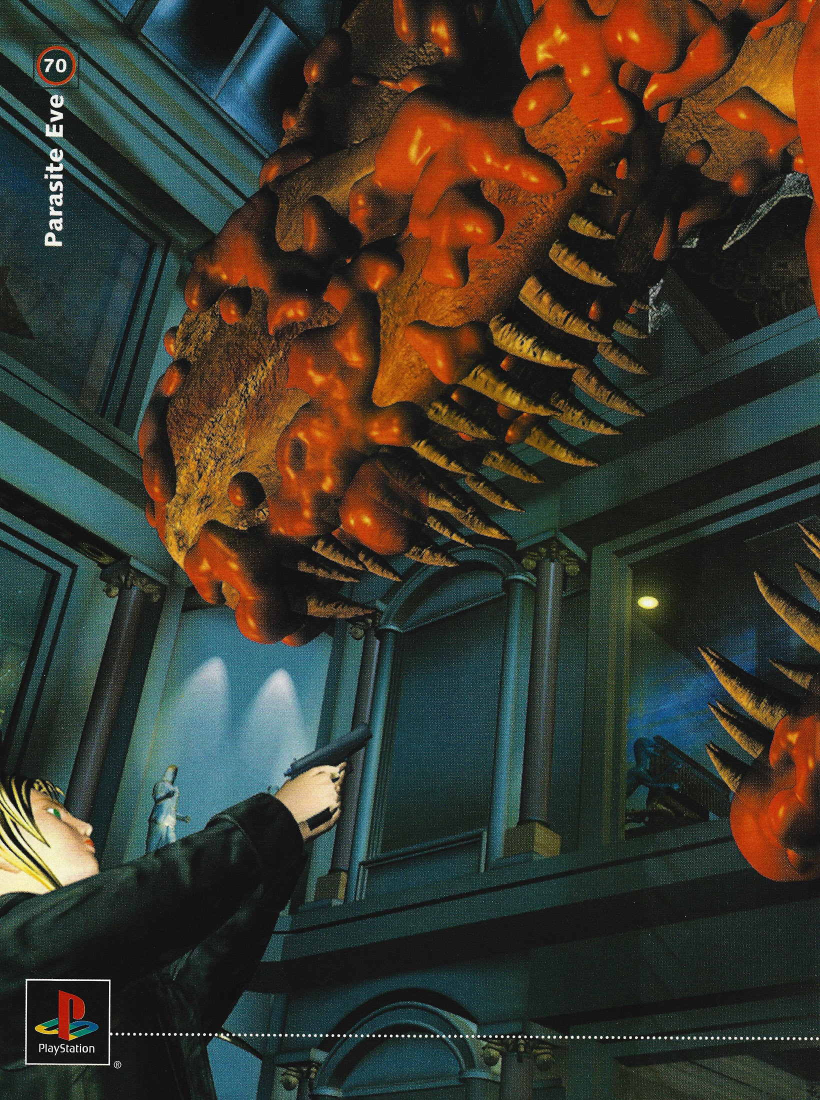
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Contents

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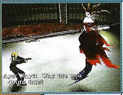


Square's long-awaited action-RPG is finished and *OPM* is the first to have the exclusive review! Find out if it lives up to expectations!

70

Happy Birthday!

Believe it or not, the PlayStation is three years old, and to celebrate, *OPM* takes a look at its golden (Lara included) past, present and future.

98

NFL Blitz

Midway's supercharged football arcade game has captivated the *OPM* offices for months. See how the PlayStation version compares.

40

NFL GameDay 99

The best-selling football game on the PlayStation returns with better 3D graphics and improved artificial intelligence. Can GameDay stay on top?

46

MK 4 Strategy

Lots of general strategies and some character-specific ones for Kai, Raiden, Shinnok, Liu Kang, Reptile, Johnny Cage and friends.

104

Letters

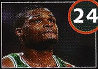
We asked about violence in video games, and you responded in force! Hear what your fellow readers had to say on this timely topic.

16

PlayStation News

News

Award-winning controllers announced and EA taps Celtic Star Antoine Walker.



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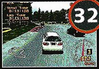
Top 20

Find out what the top-selling PlayStation games are. Some will surprise you.



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Coming Soon

There's tons of games about to hit, so check out this list and budget wisely.

36

Previews

Oh my, do we have some good ones lined up. *OPM* takes an early look at NASCAR 99, DarkStalkers III, Tenchu, Wild 9, Devil Dice, NFL GameDay 99, and Moto Racer 2.

40

Reviews

We review the first football game of the season, NCAA Football '99 in addition to WWF War Zone, WarGames, Circuit Breakers, Kartia, and of course, Parasite Eve.

70

Tricks

Gain access to all players in Hot Shots Golf, have lighter cars, invincibility and hidden vehicles in Vigilante 8 and get a full combo gauge for X-Men Vs. Street Fighter.

108

g.e.a.r.

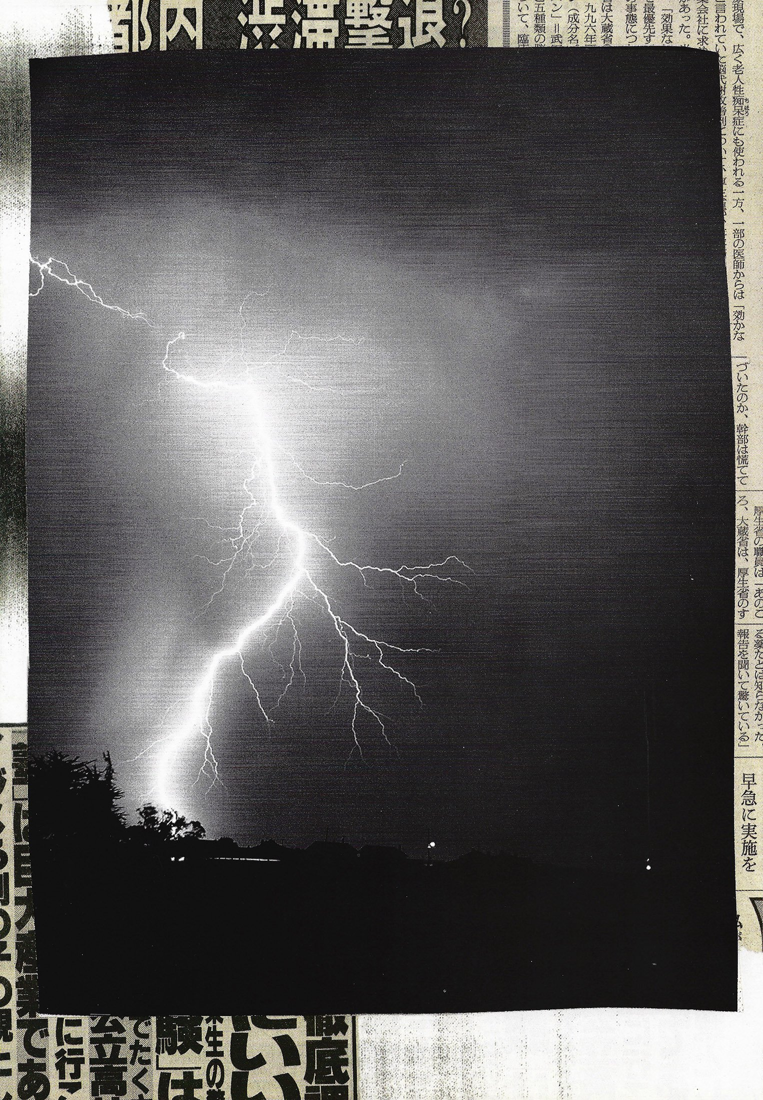
When you really want to feel (and look) like you're aboard the Starship Enterprise, then you need to get yourself the Intensor sensory gaming chair from BSG Labs.

112

Demo Disc

To be honest, this month's demo disc just kicks ass. Playable versions of Spyro the Dragon, WWF War Zone, Duke Nukem are in it in addition to a new Metal Gear Solid movie!

116


部内
渋滞撃退？
現場で、広く老人性痴呆症にも使われる一方、一部の医師からは「効かな
づいたのか、幹部は慌てて
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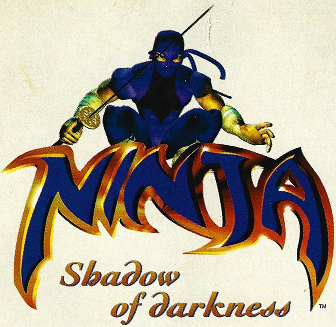
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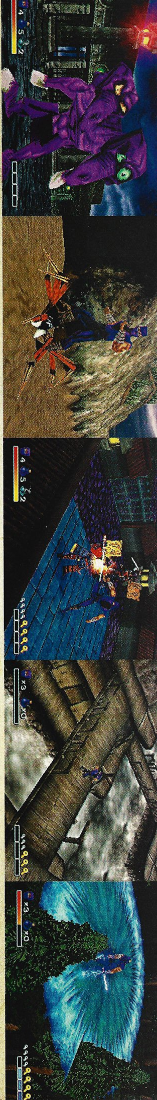

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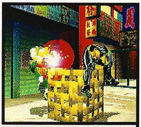
Lightning never strikes the same place twice. Unless, of course, you work on your aim.

Remember, practice makes perfect. Especially when it comes to assassinating evil-ass enemies and forging through 10 levels of merciless traps and pitfalls. Lucky for you, Ninjahood comes equipped with an arsenal of weapons, magic and moves capable of inflicting the most unimaginable of horrors. Because in this ancient Japanese quest, the task set before you is mere survival.

Letters

A glimpse into the demented minds of our readers



**Dear OPM,
I played a game so ferocious yesterday that I left the arcade in a cold sweat. The game is called Ehrgeiz, and I can only describe it as Tekken on steroids! When and where is this incredible game hitting home, and how do I get my hot little hands on it?
name withheld**

We checked in with all our contacts but were unable to verify that Ehrgeiz is definitely hitting the home systems. Arcade authorities speculate that due to the lukewarm response (it is not, after all, a Tekken or a Street Fighter), a port is not guaranteed. But we will definitely keep you posted as more details arise.

OPM Readers Get Serious

Dear *OPM*,

I am 13 years old, in the eighth grade, and I live in Osceola, Arkansas. It is a neighbor of Jonesboro, where the Arkansas shooting occurred. The only thing I hear grownups and the news saying is that the shooting is because of violent video games. This, to me, is an outrage. I have over 70 PlayStation games, and I play video games pretty much all day. If video games make a kid do bad things, I'm a special case (which isn't true, because most of my friends are the same way). I have very good grades and do great in school. But some of my favorite games have been singled out as bad for kids. Just because they don't have a fat little plumber going around, jumping up and down and shouting like Tickle Me Elmo, doesn't mean they are going to make me evil.

Robert O'Kane
Osceola, AR

Dear *OPM*,

It saddens me to think that some children would resort to such violent measures when faced with problems that are quite common in our society. For example, in one shooting, a boy who was teased and put down by his classmates, when faced with his female friend terminating their relationship, found refuge in a satanic cult. Convinced that the only way to rid himself of his built up pain and anger was to hurt the people that hurt him, he walked into his cafeteria armed with a handgun and fired. Now, I may be wrong, but isn't it the job of his parents to teach him how to deal with his problems, provide him with at least a sense of self and security? My point is that video games, no matter how violent and explicit, can only negatively affect someone who has not been taught right from wrong, real from unreal. Bottom line, only bad parents can make "bad" children.

Sal O'Donnell
Emmitsburg, MD

Dear *OPM*,

Most people in a normal frame of mind can determine the difference between reality and fiction. Parents really need to take responsibility for what their children watch and play. Now that all games have ratings on them, parents can control what types of games their kids play. People need to quit blaming games and movies for why their kids are violent. The parent is the one to be blamed, not the game! The parent ultimately decides whether or not their kids can play or watch violence. Quit taking the easy way out! Look in the mirror. That is where the problem starts—and stops.

DO
Southfield, MI

Dear *OPM*,

Has anyone bothered to tell those who are trying to blame society's problems on violent video games that people have been killing long before video games? If you don't want your child to play certain video games then don't let them! You're the adult; *talk* with your child. If you can keep them off the freeway pavement or keep narcotics from their hands, you can keep video games with content you disagree with out of your own house—and if you can't, then you're a lousy parent! But *you* are the parent! Not game designers, not the government, not me or my neighbor! No one else in the world is responsible for your kid but you!

Steve Hernandez
Yuba City, CA

We have to agree that parents need to take more responsibility for what their children are exposed to. But can we say that a child not being able to recognize violence as being wrong is *always* the fault of the parent? Couldn't there be *some* cases in which a parent does everything right and the child still turns out wrong?

Dear *OPM*,

Most people agree that exposure to violence in any form can cause a mentally unstable person to become more violent, and perhaps push them over the edge. Ask yourself this: Is sacrificing our lust for gore in video games worth saving even one innocent life?

Jeremy Gault
Sacramento, CA

Dear *OPM*,

Minors can be easily influenced, and lack the cognitive and perceptual maturity to comprehend enduring consequences for impulsively behaving in ways they've learned from video games. And most adults are unlikely to be available for consistently supervising 30-300 hours of game sequences for their minors.

"Annie"
Akron, OH

This fact that parents are not available is without a doubt part of the problem here, although we're fooling ourselves if we think it's *all* of the problem. We do need to ask ourselves if keeping video games violent is worth *any* loss of life—but we believe there's a less drastic solution: If parents take more of an active interest in what their kids are doing, the influence of violence in games (or movies, or music, or the nightly news) will be diminished. Not eliminated, certainly, but diminished. It may involve extra effort, but if you're not willing to take responsibility for your kids you shouldn't be having them to begin with. So there.

we want
your input!

How do you like the mag? What about the design? Are we leaving anything out?

Let us know!

To get special attention as far as design and content issues go, label your letters or e-mails with the heading: PlayStation Magazine suggestions c/o the Official U.S. PlayStation Magazine at the addresses on the next Letters page.
We can't wait to hear from you.

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Letters

A glimpse into the demented minds of our readers

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or nonworking demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services. For more information see this month's demo disc section.

Been There, Done That

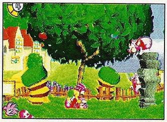
Dear *OPM*,

After reading your July issue, I noticed that there are a lot of games that are nothing more than spit on a CD. The GranStream Saga has gaudy graphics and a seemingly pointless story. Pitfall 3D made me sick to my stomach. It was an insult to the original game. Developers today try to take elements from other, better games and incorporate them into their two-bit hack games. The legion of Tomb Raider rip-offs are almost sickening. They slap the word "3D" onto the game and expect to lure unsuspecting kids into buying it. People need to realize that bigger isn't always better.

Castlevania: SotN and Tomba! are great examples of this. They didn't try to copy a pre-existing top-selling game. The end result is a game that pulls you in and surprises you with its greatness, and its simplicity. There are a load of games scheduled to come out soon. Many of them look great on paper, but when you go and buy or rent the game you find nothing more than "been there, done that." And some don't even live up to that.

Mat Sajban
North HJaledon, NJ

We can't agree more that copycat games are extremely tiresome. But don't forget that both Castlevania and Tomba! have their roots deep in video gaming history: Castlevania is based off a venerable series originally on Nintendo's systems, and members of Tomba!'s design team were responsible for Capcom's classic Ghosts n' Goblins series. You can definitely see these games' histories manifested in their gameplay. So using familiar themes can't be all bad; game developers just need to remember to add enough to old ideas to make them fresh and new. A crappy game, updated to 3D, is still crap.



Shameless Self-Promotion

Dear *OPM*,

I have some praise to throw at you guys in regards to your top-notch magazine. As many people probably did in the beginning, I bought Issue One for the demo disc, as well as Issues Two and Three. However, when Issue Four rolled around, I noticed that, unfortunately, CART World Series was the only game I enjoyed. The difference this time was that *I didn't feel cheated*! I then realized that the magazine was just as appealing as the disc. It was a great feeling. So I have to tell you that you're doing a truly great job in making your magazine more than paper playing up an advertising gimmick.

Cavan Campbell
Clear Springs, P.E.I., Canada

Aw, thanks, Cavan. Frequent readers will no doubt realize that we don't print a whole lot of "praise letters." We believe that the space is most often better used to address more important issues. However, a number of readers have written in recently asking if we *ever* get nice letters! Apparently, magazines addressing serious issues and concerns are rare. Rest assured, folks, we do get (and read) the complimentary letters you send as much as the controversial. But as much as we enjoy the compliments, controversy is a lot more interesting reading for the rest of you!

Umm... Yeah.

Dear *OPM*,

This letter is in regards to the letter "In Related News..." in Issue 10. I'd like to tell you how much I hate it when people read between the lines to see sexism or racism. An example of this is that person who says that in *The Lion King* you can see the word "sex" in the cloud when Simba is talking to his dad or something. I mean I'm sure the artist was thinking "Hmmm, now where will I put my blatant sexual hidden word of the day?" Another beef of mine is women wanted to be treated as equals. If they wanted to be treated as equals then why would they file abuse suits? I'm not a mean person, I always look out for my girl "friends." All I'm saying is that God made us the way we are and we should embrace it, not defy God's will (excluding the fact that I don't believe in God). I'm just backing those women socialists into a corner which they will never get out of.

Darrell Keating
darrell_keating@hotmail.com

Easy, there, buddy; you'll throw a rod or something. Okay, people, this is a good time to point out that we're addressing issues like racism and violence because they relate to the world of PlayStation, not to preach a single belief to our readers. If you're hoping for a soapbox from which to deliver an antisocial agenda, take warning: You will be mocked. And by the way, can we put this Vigilante 8 cover thing to rest? Please? Sheesh...

DO YOU HAVE ANY QUESTIONS ABOUT YOUR SUBSCRIPTION TO *OPM*? POINT YOUR BROWSER TO http://subscribe.playstationmagazine.com/service AND FILL OUT THE APPROPRIATE FORM. WITH A CREDIT CARD, YOU CAN EVEN START A NEW SUBSCRIPTION!

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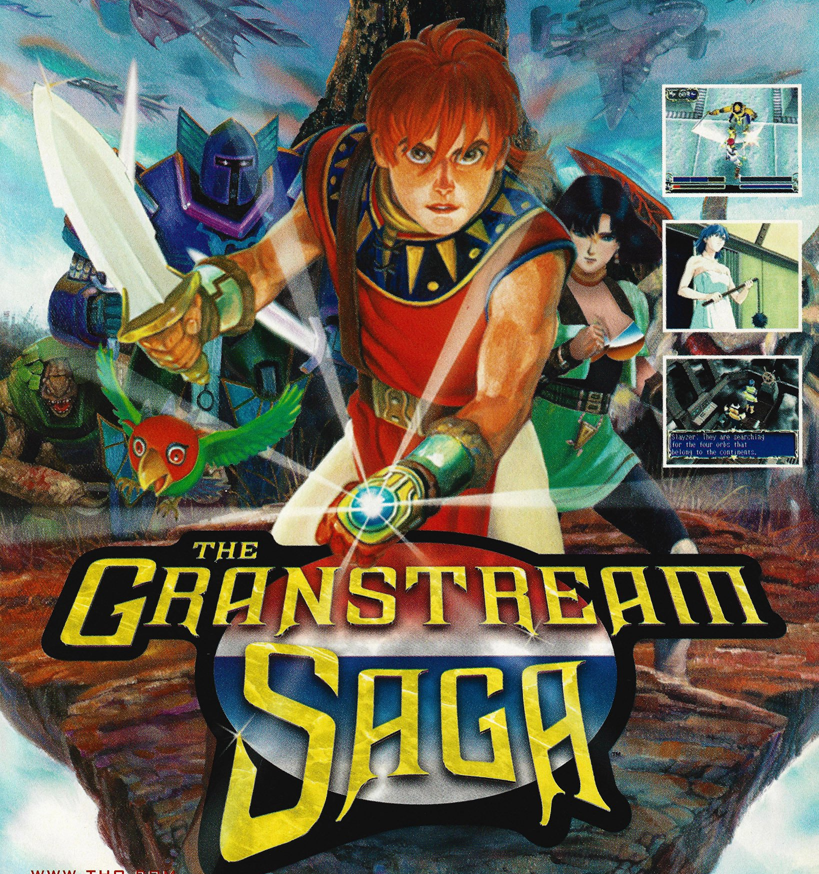

Slayzer: They are searching for the four orbs that belong to the continents.

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2. Plunge your rivals into icy water; toy with them until they drown, bloated and disfigured.
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And that's just for starters. But you better get your jollies while you can-after all, when you meet up with Karn, the largest and most insidious boss ever in a game, your thrills may come to a rather grisly end.

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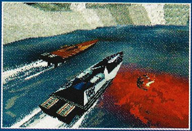

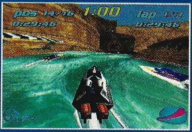
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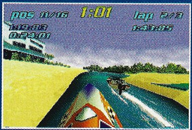
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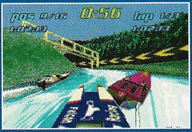

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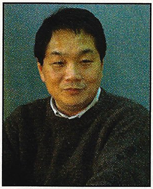
TURBO PROP RACING

First Details of PlayStation 2

Details on the next incarnation of the PlayStation console is sketchy at best and Sony remains tight-lipped about the machine. But Ken Kutaragi, SCEI executive VP and co-COO, recently confirmed to EE Times (www.eetimes.com) that the console is in fact under development in Tokyo, and spoke of Sony's goals for the machine.

A team of engineers is currently working on developing new graphics technologies for use on the console. Kutaragi said in the interview that the company places importance on owning the graphics technology that will be used in its next system, unlike its competitors, who have largely bought existing technologies from other companies.



"Today's video game computer graphics look like computer graphics," he told EE Times. "Our goal is a film-like graphics quality that won't make viewers conscious of or annoyed [by the fact] that they are indeed looking at computer graphics."

It's still unknown as to when the PlayStation 2 or PlayStation Next will hit the market, but it would not be surprising to see more details on the machine emerge in 1998.

Being very vague, SCEA Executive VP and COO Kaz Hirai told us at E3: "I think you can expect from Sony an announcement about PlayStation 2 (or PlayStation Next or whatever people refer to it as) when we feel that it's the appropriate time to make that announcement." Hirai says the full potential of the company's PlayStation platform as it stands now remains untapped, and that Sony will likely focus on the PlayStation for the near future.

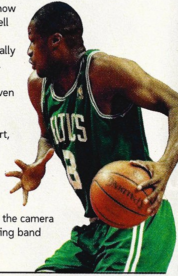
No Lockouts On PlayStation's Parquet!

Celtics' Antoine Walker signs with EA for Live and Steeler Kordell Stewart lends Midway a hand

Electronic Arts recently announced that it has signed Boston Celtic Antoine Walker to help with the design of NBA Live 99, the latest installment of its basketball franchise. Walker joins EA's star-filled roster, which includes the likes of NBA stars Tim Duncan, Tim Hardaway and Mitch Richmond.

"I am thrilled to join the EA Sports team to work on NBA Live 99," Walker said in a statement. "I continue to be amazed at how well EA Sports replicates the game precisely as well as captures the NBA lifestyle in one package. The NBA Live 98 product was so incredible that I actually worked it into my pregame ritual this past season. I am really looking forward to bringing some new ideas to the table about how to make the game even better next year." NBA Live 99 will ship for the PlayStation later this year.

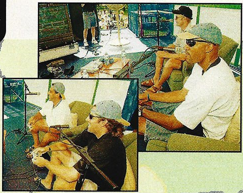
Speaking of player endorsements, Kordell Stewart, quarterback for the Pittsburgh Steelers is the spokesman for the home conversions of Midway's NFL Blitz. Stewart recently shot the commercial for the game in Santa Clara, Calif. In it, Stewart is "practicing" throwing the football. He turns to his coach and says, "Haven't missed one all day." Then the camera reveals that Kordell is using members of the marching band for target practice.



Interact's award-winning V3 Racing Wheel.

The Coveted Golden Joystick

Interact Accessories recently announced that it swept the peripheral category at SCEA's Annual Licensee Meeting and Award Ceremony held in Atlanta during E3 last May. The company's PiranhaPad ("Best-Selling Licensed Peripheral") and V3 Racing Wheel ("Consumer's Choice Award") were the two products honored.



Sony's tour stopped by the annual Taste of Chicago (June 25-July 5). Steve Kerr and Ron Harper of the Chicago Bulls and Chris Chelios of the Chicago Blackhawks stopped by to play Gran Turismo.

PlayStation Keeps On Truckin'

The PlayStation truck can be found in the following cities during the month of August:

68' PlayStation Truck will stop by:
Musikfest
Bethlehem, PA
8/7-8/17

40' PlayStation Truck will be in the following cities:
August:
Cleveland, OH
Detroit, MI
Indianapolis, IN
Chicago, IL

Look for PlayStation kiosks at:
Vans Warped Tour '98

H.O.A.R.D.E. Festival 1998

Gatorage
August
Atlanta, New Orleans, Dallas

Comi-Con
San Diego, CA
8/13-16

PlayStation Mall Tour Dates
August 1 - Randalis Island, New York, NY
August 2 - Stone Pony Lot, Asbury Park, NY
August 4 - State Fairgrounds or Skate Arena, Jacksonville, FL
August 5 - Central Florida Fairgrounds, Orlando, FL
August 6 - Pompano Amphitheater, Miami, FL
August 8 - TBD, Houston or Austin, TX
August 9 - TBD, Dallas, TX

stay tuned to www.playstation.com for updated tour dates

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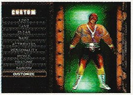

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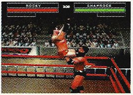

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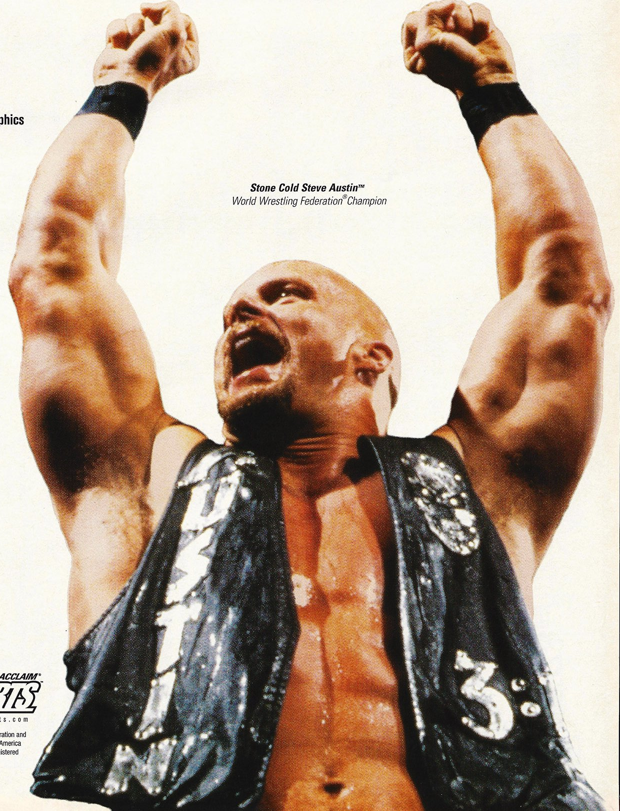

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News - International

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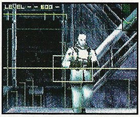
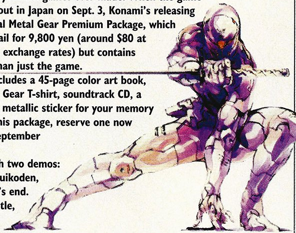
Metal Gear Gear, Capcom's Next Generations and A Yaroze Casting Call





Metal Gear Solid is one of the most anticipated PlayStation games ever made. When the game comes out in Japan on Sept. 3, Konami's releasing a special Metal Gear Premium Package, which will retail for 9,800 yen (around $80 at current exchange rates) but contains more than just the game.

It includes a 45-page color art book, a Metal Gear T-shirt, soundtrack CD, a Fox Hound dog tag with serial number, a metallic sticker for your memory card and a gear container. If you'd like this package, reserve one now with your local game importer—come September they'll be hard to get a hold of.

The standard game will also come with two demos: One for the sequel to the popular RPG, Suikoden, which is expected to be released by year's end. The other will be the horror adventure title, Silent Hill. Konami hasn't announced a firm release date for Silent Hill yet.

The complete contents of Capcom's five Generation titles have been revealed in Japan. Capcom is planning on releasing all of these titles in the United States, but no release dates or official announcements have been made about the titles yet. So far, only three are announced for a U.S. release — vol. I, 2, and 5 (known as Street Fighter Collection Volume 2 in the United States).

Capcom Generation vol. 1 — 8/27
5,800 yen (about $42.50)
1942 (arcade), 1943 (arcade), 1943 Kai (arcade)

Capcom Generation vol. 2 — September
5,800 yen
Makaimura (arcade) - Ghouls 'N' Ghosts, Dai Makaimura (arcade), - Ghosts 'N' Ghouls, Chou Makaimura (Super Famicom) - Super Ghouls 'N' Ghosts

Capcom Generation vol. 3 — October
5,800 yen
Sonson (arcade), Valgas (arcade) - Capcom's first title, Higemaru (arcade), Exedexes (arcade)

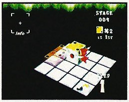
Capcom Generation vol. 4 — November
5,800 yen
Gun Smoke (arcade), Senjou no Ookami (arcade) - known as Commando in the US
Senjou no Ookami II (arcade) - known as Mercs in the US

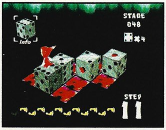
Capcom Generation vol. 5 — December
5,800 yen
Street Fighter II (arcade), Street Fighter II (arcade) - Champion Edition, Street Fighter II Turbo (arcade)

In Japan, Sony Computer Entertainment (SCEI) recently announced a general call for entries for its game developer-support program, Game Yaroze '98. This is a program for game developers who think they have great ideas but may not have the necessary financial foundation.

SCEI is looking for teams that are fully staffed with game planners, scenario writers, programmers, game graphic designers and CG designers.

Once applicants get SCEI's approval, they will be fixed up with an office, development equipment and support for up to three years. Finished titles will then be released through SCEI.





This is the fourth time Sony has made a public plea for Yaroze design teams. Currently there are 17 teams with a total of 200 people working on games under the program. SCEI's new puzzle game Xi (called "Devil Dice" in the United States) is one of the games to come out of the program.

Applications will be accepted from July 1 to Aug. 31. You can access the necessary information (in Japanese only) from Sony's Japanese Web site, http://www.scei.co.jp.

Top 10

Special thanks to the many readers who have responded to Import Game Request! Check out our international previews and tell us what you want!

Readers' Import Request

1. **Final Fantasy VIII** Square - RPG
2. **Stolen Song** SCEI - Rhythm/Reflex
3. **Guilty Gear** Act Systemworks - Fighting
4. **Soul Calibur** Namco - Fighting
5. **Real Bout Special: Dominated Mind** SNK - Fighting
6. **Kitty the Cool** Imagineer - Rhythm/Reflex
7. **SolDivide** Psikyo - Action
8. **Gran Turismo (Japanese version)** SCEI - Sports/Racing
9. **Chocobo's Mysterious Dungeon** Square - RPG
10. **Debut 21** NEC - Simulation

Japan's Top 10-Selling PlayStation Games

July sales rankings courtesy of *The PlayStation Magazine Weekly*, SOFTBANK:

1. **Jikkyo Winning Eleven World Cup France 98** Konami - Sports/Racing
2. **XI (sai)** SCEI - Puzzle
3. **Combination Pro Soccer - J League** Accela - Sports/ Racing
4. **Art Truck Battle** Human - Sport/ Racing
5. **Double Cast** SCEI - Simulation
6. **FIFA: Road to the World Cup** EA - Sports/Racing
7. **Slayers Royal** ESP - RPG
8. **Real Bout Special: Dominated Mind** SNK - Action
9. **Shadow Tower** From Software - RPG
10. **Pocket Fighter** Capcom - Action

U.K.'s Top 10-Selling PlayStation Games

July sales rankings courtesy of Chart Track, ©ELSPA 1998:

1. **World Cup 98** EA Sports - Sports/Racing
2. **Gran Turismo** SCEE - Sports/Racing
3. **Spice World** Virgin - Action
4. **Resident Evil 2** Capcom - Action
5. **Tomb Raider** (Platinum) Eidos - Action
6. **Tekken 2** (Platinum) Namco - Fighting
7. **Crash Bandicoot** (Platinum) SCEE - Platform/Action
8. **Die Hard Trilogy** (Platinum) EA - Action, Shooting, Racing
9. **Three Lions** Take 2 -Sports/Racing
10. **FIA Formula 1** (Platinum) Psygnosis - Sports/Racing

(Note: Platinum is the U.K. equivalent of Greatest Hits domestically.)

Import Game Request Winners

September Winner
Dan Freeland
Waterloo, Iowa

Vote for your most-wanted PlayStation import games and you can have a chance to win a free video from Manga Entertainment (see p.120 for contest rules). Send your requests via e-mail, snail mail, fax or online to the addresses listed in the Letters section. **Do it now!**

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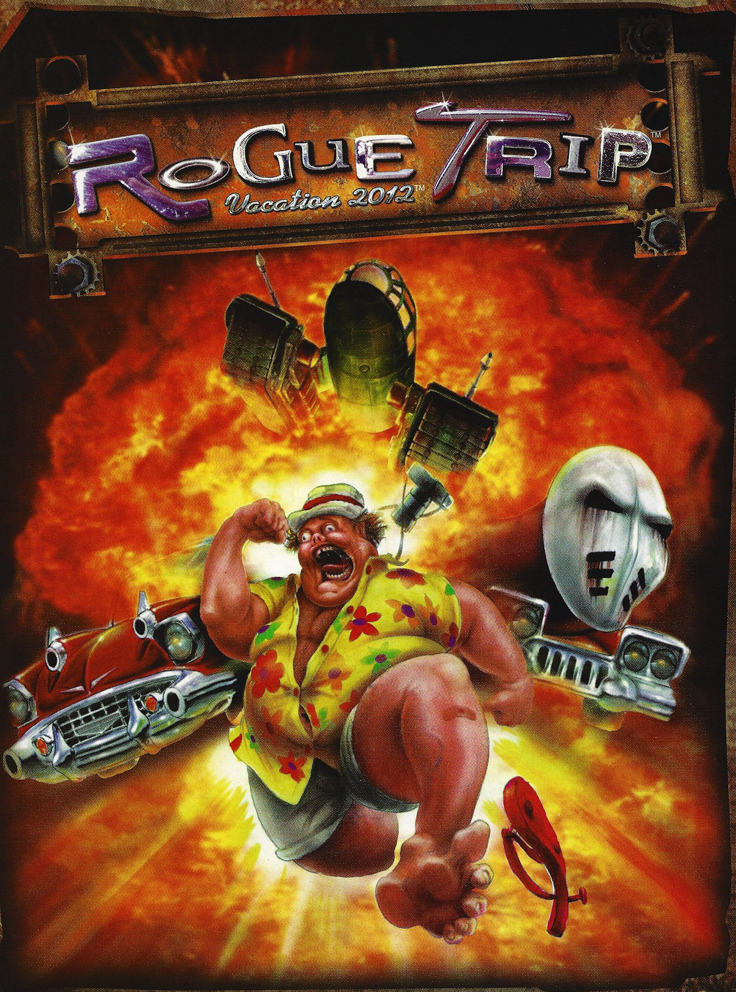

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"If anyone can take this genre to the next level, they **(SingleTrac)** are the ones that can do it." -PS Extreme

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"**Rogue Trip**, from the demented minds at SingleTrac, is a **blast**." -Game Informer

"Rogue Trip has **everything**... innovative ideas, good visuals, and most importantly **humor**." -EGM July '98

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"Tongue-in-cheek delivery and over-the-top action make this **one helluva enjoyable ride**." -Game Fan

"**SingleTrac** once again proves that **car combat** is its **forte**." -PSM

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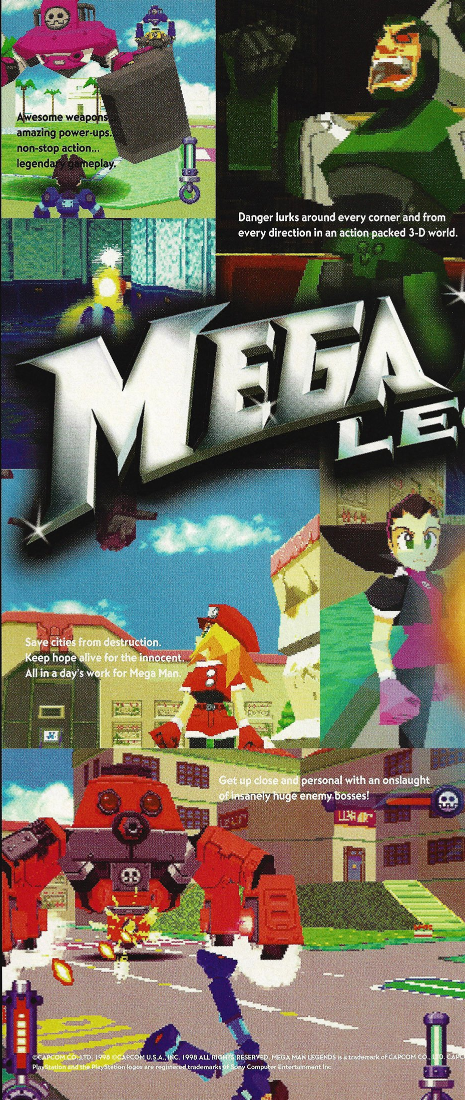

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to check up on me,
eh?

Rely on your allies...
diabolical forces can only
be stopped with the
help of those you trust.

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Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers.

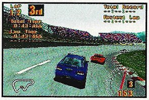
1 Tekken 3

Publisher: Namco
Genre: Fighting
Last Month: —
Release Date: May 1998

Tekken 3 shows us that it ain't foolin' around as it makes its debut at the number-one spot on the top 20. This should come as no surprise to the people who've already played it. It just happens to be one of the best fighting games for the PlayStation.

2 Gran Turismo

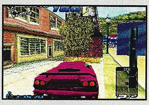
Publisher: SCEA
Genre: Sports/Racing
Last Month: —
Release Date: May 1998



Like Tekken 3, Gran Turismo makes its first appearance on the list an impressive one. It came out of nowhere to knock last month's top racer, Need For Speed III down a notch. Will it run over Tekken 3 and climb to number one? Time will tell.

3 Need For Speed III

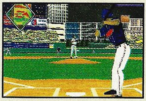
Publisher: Electronic Arts
Genre: Sports/Racing
Last Month: 1
Release Date: March 1998



While Need For Speed III may have been passed by Gran Turismo, it is by no means out of the race. Tons of people are still playing this one for all the great features that it has. You gotta love the Pursuit Mode. On the run from Johnny Law!

4 Triple Play 99

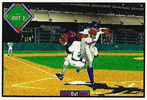
Publisher: Electronic Arts
Genre: Sports/Baseball
Last Month: 2
Release Date: March 1998



We Americans love baseball and the Triple Play series has been popular for quite some time. While it may have dropped a couple of places, Triple Play 99 is still ranking pretty high. Of course, rapidly gaining on it is...

5 MLB 99

Publisher: SCEA
Genre: Sports/Baseball
Last Month: 8
Release Date: April 1998



Wow! SCEA's baseball game has made quite the leap from last month. At number eight then, MLB 99 is now running neck and neck with Triple Play 99. Will Triple Play continue to hold out, or will MLB take over the lead? We'll see.

6 Tomb Raider

Publisher: Eidos
Last Month: 3
Genre: Action /Adventure
Release Date: Nov. 1996

Boy, rerelease a game as a greatest hit, and you sell a ton more copies. Lara drops down out of her top-five position from last month, but she's still right up there. Bring on part three!

7 Breath of Fire III

Publisher: Capcom
Last Month: —
Genre: RPG
Release Date: May 1998

Debuting in the number-seven spot, Breath of Fire III proves once again that RPGs are here to stay. Of course, being a sequel to some mega-popular Super NES games never hurts, either.

8 Resident Evil 2

Publisher: Capcom
Last Month: 4
Genre: Action/Adventure
Release Date: Jan. 1998

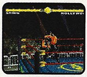
After spending four months in our top five (three of those at number one), Resident Evil 2 gets knocked down to eighth. Will it rise again now that Halloween's right around the corner?

9 Crash Bandicoot

Publisher: SCEA
Last Month: 6
Genre: Action/Adventure
Release Date: Sept. 1996

Crash 2 drops off the list from last month, but the original sticks around. Players just can't get enough of the cocky mammal's antics. Lucky for them, Crash Bandicoot: WARPED is on its way.

10 WCW Nitro



Publisher: THQ
Last Month: 5
Genre: Sports/Racing
Release Date: Nov. 1997

Oh, yeah! Like Resident Evil 2, WCW Nitro just got knocked out of the top five this month. Are gamers growing tired of wrestling or just waiting for the new WCW and WWF games?

11 Twisted Metal

Publisher: SCEA
Last Month: 10
Genre: Action
Release Date: Nov. 1995

One of the original PlayStation games is still one of the greatest. Soon, we'll be playing Twisted Metal 3 as well as Rogue Trip, the new game from the developers of Twisted Metal, SingleTrac.

12 Tetris Plus

Publisher: Jaleco
Last Month: 13
Genre: Puzzle/Strategy
Release Date: Oct. 1996

One thing about puzzle games is that just about everybody loves 'em. Tetris is the game that started the puzzle game craze, so it's no surprise to see this Greatest Hit game climbing the charts.

Source: NPD TRSTS Video Games, May, 1998. Call them at (516) 625-2345 for questions regarding this list. Note: No games for competing console systems (e.g. N64, Sega Saturn, etc.) were included. Overall sales figures may vary. Game descriptions are written by the *OPM* staff.

Send your votes for the Readers' 10 Most Wanted games to: *Official PlayStation Magazine* Attn: Readers' 10 Most Wanted, 1920 Highland Ave., Lombard, IL 60148 or e-mail us at: dan_peluso@zd.com or visit the *OPM* section on videogames.com

13 NBA Shoot Out 98

Publisher: SCEA **Last Month:** 7
Genre: Sports/Racing **Release Date:** March 1998

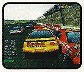
The Bulls win again! Was there ever any doubt? Still, Shoot Out 98 drops down six notches from last month? What's up? Are people starting to wait for next year's versions already?

14 Tekken

Publisher: Namco **Last Month:** 17
Genre: Fighting **Release Date:** Nov. 1995

Part three is at number one, and the original is still holding its own at number 14. The fact that it's still a top-notch fighter and the Greatest Hits price tag is making sure that it stays in the top 20.

15 NASCAR 98

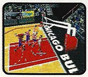


Publisher: EA Sports **Last Month:** 9
Genre: Sports/Racing **Release Date:** Sept. 1997

What can you say? People love them racing games. If you're in the market for a solid NASCAR sim, you really can't got wrong with NASCAR 98. This one has been here awhile.

16 NBA Live 98

Publisher: EA Sports **Last Month:** 16
Genre: Sports/Racing **Release Date:** Sept. 1997



People have been hoopin' it up with Live 98 for a few months now. Apparently, EA Sports got game. Will it continue to hold this spot now that the basketball season is over?

17 Blasto

Publisher: SCEA **Last Month:** —
Genre: Action **Release Date:** May 1998

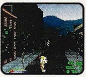
Tragically, Phil Hartman, the voice of Blasto, was murdered just as his game began hitting the charts. It's sort of a tribute to a man who brought much laughter to this world. Thanks, Phil.

18 Frogger

Publisher: Hasbro Int. **Last Month:** —
Genre: Platform **Release Date:** Oct. 1997

Ribbit, ribbit, I can't hold it. No, wait...wrong game. Regardless, this remake of the classic Frogger makes a surprise jump back onto the chart after a one-month absence. You go, froggie!

19 2Xtreme

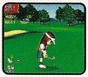


Publisher: SCEA **Last Month:** 11
Genre: Sports/Racing **Release Date:** Nov. 1996

It's funny that the Extreme games are more popular now than when this game was made. Perhaps that's the reason why 2Xtreme is still hot on the charts.

20 Hot Shots Golf

Publisher: SCEA **Last Month:** —
Genre: Sports/Racing **Release Date:** May 1998



Would we lie to you? We told you that this game was a ton of fun. It seems that you're listening. Make sure you try Four-player Mode and unlock all the characters of the game in Single-player Mode.

namco Presents

Top 10 Most Wanted

As compiled by our attractive, intelligent readers

1. **Parasite Eve** A little bit Final Fantasy VII and a little bit Resident Evil 2 mix to make this Square game a winner.
2. **Metal Gear Solid** Check out the demo disc for some footage of this one. Then tell us that it don't look great. We dare ya.
3. **Tomb Raider 3** People can't get enough Lara Croft. Toys, comics, a live-action movie and hopefully a third game soon.
4. **Legacy of Kain: Soul Reaver** This one is shaping up to be better than the original. Let's hope we see it soon.
5. **Messiah** David Perry's latest where you control a tiny cherub. Why, it's just crazy enough to work!
6. **Final Fantasy VIII** Do we have to say anything about this? It's Final Fantasy VIII! Of course we want it!
7. **Colony Wars: Vengeance** The first game was a terrific space shooter. Who wouldn't want more of that?
8. **Tomorrow Never Dies** It won't be out for a while, but heavily delayed games based on Bond movies can be good...right?
9. **Duke Nukem: Time to Kill** It should be here soon. Duke once again proves that he's the man.
10. **Resident Evil 3** Oh, please, please, please, Capcom! Get this one to us a quickly as possible! We need more zombies to kill!

* Congratulations to our September Top 10 winner: Sam Jacir *

Dan Freeland's Top 5

Our monthly contest winner's top-five picks

1. **Chocobo's Mysterious Dungeon** Hey, people seem to dig those chicken things from Final Fantasy. Is Square listening?
2. **Shadow Tower** Dan's a big-time RPG nut, apparently. This is a hardcore role-player.
3. **Final Fantasy IV** This game was Final Fantasy II on the Super NES. Will we see the updated version here in the States?
4. **Ehrgeiz** Square and Namco's killer new fighting game. You can play as Cloud and Tifa in it. How cool is that?
5. **Bloody Bride** A dating sim starring teenage vampires? Why not? It can't do worse than *Ishtar*.

Editors' Top 5

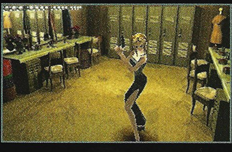
What we've been playing instead of working

1. **Parasite Eve** We've been hearing a lot of swearing coming from Joe's office when playing this one, so we know it's good.
2. **Spyro the Dragon** This smooth, cute lil' 3D game looks like it may break some new ground in PlayStation platform games.
3. **Duke Nukem: Time to Kill** Duke is more than just a Tomb Raider clone because it's got a strip club in it!
4. **Stolen Song** Wat's been playing to sold-out crowds in the Naperville area after he perfected his strumming with this game.
5. **Devil Dice** A good way to spend a night if you don't mind not sleeping.

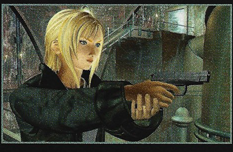
the worst foe

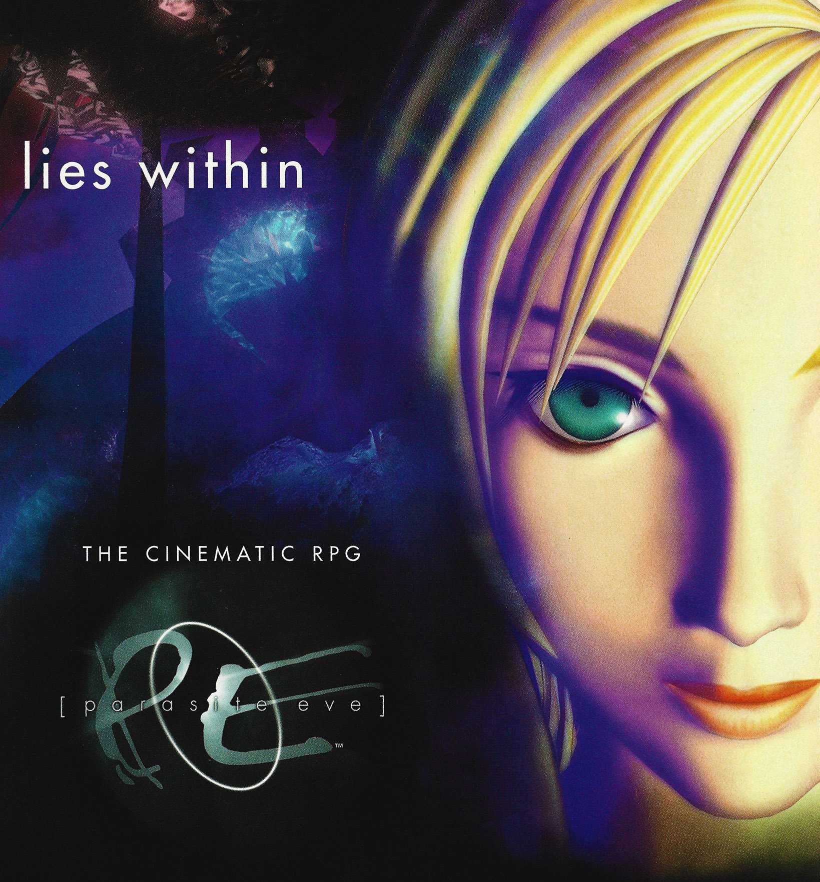
A concert goes horribly wrong when the audience suddenly bursts into flame.

Mysteriously, the evening's sole survivor is Lieutenant Aya Brea, N.Y.P.D.



Now she must hunt the killer down – or become them.





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Coming Soon

Compiled by John Stockhausen as verified by Johnny Masthead

September

Battleship	Hasbro Interactive	Action/ Adventure
Brunswick Circuit Pro Bowling	THQ	Sports/Racing
Caesar's Palace 2	Interplay	Simulation
Deception 2: Castle of Deception	Tecmo	Action/ Adventure
Devil Dice	THQ	Puzzle
Duke Nukem: Time to Kill	GT Interactive	Action/ Adventure
Fifth Element	Activision	Action/ Adventure
Fox Sports Interactive Hockey	Fox Interactive	Sports/Racing
Fox Sports Interactive Tennis	Fox Interactive	Sports/Racing
G. Darius	THQ	Action/ Adventure
HardBall 6	Accolade	Sports/Racing
Kula World: Mind Bending Madness	Psygnosis	Puzzle/ Strategy
L.A.P.D. 2100	Electronic Arts	Action/ Adventure
Lunar:Silver Star Story Complete	Working Designs	RPG
Madden 99	ELectronic Arts	Sports/Racing
Master of Monsters	ASCII	Puzzle/ Strategy
Mega Man Legends	Capcom	Action/ Adventure
Moto Racer 2	Electronic Arts	Sports/Racing
NFL Blitz	Midway	Sports/Racing
NFL GameDay 99	989 Studios	Sports/Racing
Parasite Eve	Square EA	RPG
Rosco McQueen	Psygnosis	Action/ Adventure
S.C.A.R.S.	Ubi Soft	Sports/Racing
Shadow Gunner	Ubi Soft	Action/ Adventure
Spyro The Dragon	SCEA	Action/ Adventure
Tales of Destiny	Namco	RPG
TOCA Touring Car Championship	3DO	Sports/Racing
Trap Gunner	Atlus	Action/ Adventure
Wild 9	Interplay	Action/ Adventure

October

Activision Classics	Activision	Action/ Adventure
All Star Tennis 99	Ubi Soft	Sports/ Racing
Armored Core: Project Phantasma	ASCII	Action/ Adventure
Assault	Midway	Action/ Adventure
Black Bass with Blue Marlin	Hot B	Sports/ Racing
Bomberman World	Atlus	Action/ Adventure
Centipede	Hasbro Interactive	Action/ Adventure
Cool Boarders 3	989 Studios	Sports/ Racing
Dead in the Water	ASC Games	Action/ Adventure
Dragon Seeds	Jaleco	Fighting
F-1 Racing Simulation	Ubi Soft	Sports/ Racing
Formula 1 98	Psygnosis	Sports/ Racing
Game of Life	Hasbro Interactive	Action/ Adventure
International Rally Championship	THQ	Sports/ Racing
Jeopardy!	Hasbro Interactive	Action/ Adventure
MediEvil	SCEA	Action/ Adventure
Metal Gear Solid	Konami	Action/ Adventure
Motorhead	Fox Interactive	Sports/ Racing
National Hockey Night	Radical Entertainment	Sports/ Racing
NBA Tonight	Radical Entertainment	Sports/ Racing
NCAA Gamebreaker 99	989 Studios	Sports/ Racing
NHL FaceOff 99	989 Studios	Sports/ Racing
Ninja	Eidos	Action/ Adventure
O.D.T.	Psygnosis	Action/ Adventure
Penny Racers	THQ	Sports/ Racing
Rival Schools	Capcom	Fighting
Rogue Trip	GT Interactive	Action/ Adventure
Rush America	Midway	Sports/ Racing

October (cont.)

Silhouette Mirage	Working Designs	Action/ Adventure
Small Soldiers	Electronic Arts	Action/ Adventure
Team Losi RC Racing	Fox Interactive	Sports/ Racing
Tenchu	Activision	Action/ Adventure
Test Drive 5	Accolade	Sports/ Racing
VR Football 99	Interplay	Sports/ Racing
Wheel of Fortune	Hasbro Interactive	Action/ Adventure
X Games Pro Boarder	Radical Entertainment	Sports/Racing
Xenogears Square	Electronic Arts	RPG

November

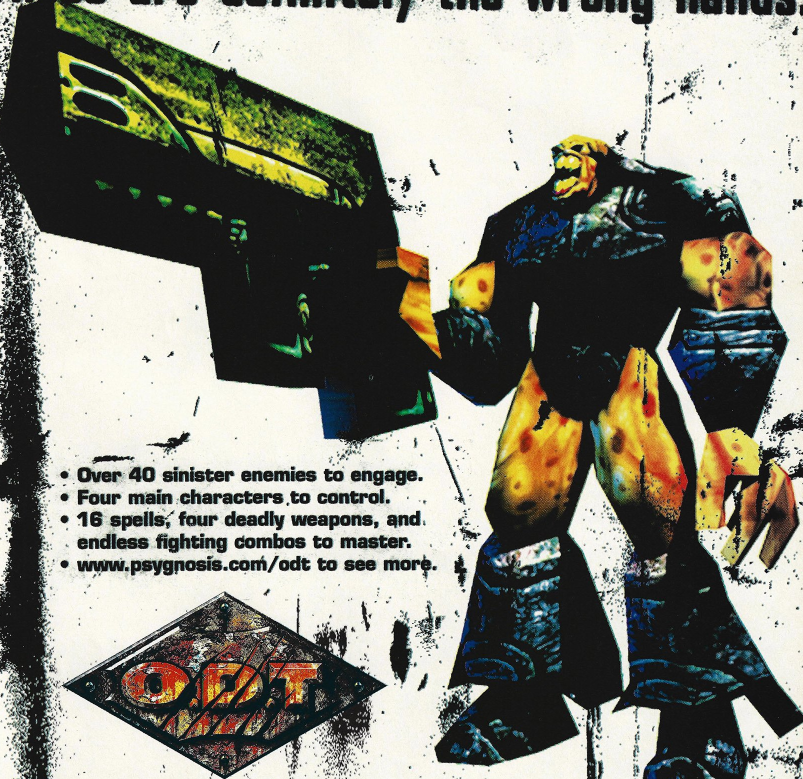
Akuji the Heartless	Crystal Dynamics	Action/ Adventure
Apocalypse	Activision	Action/ Adventure
Army Men 3D	3DO	Action/ Adventure
Asteroids	Activision	Action/ Adventure
Backstreet Billiards	ASCII	Sports/ Racing
Beavis & Butthead do Hollywood	GT Interactive	Action/ Adventure
Big Air Snowboarding	Accolade	Sports/ Racing
Big Race USA	Empire Interactive	Sports/ Racing
Brave Fencer Musashi	Square EA	RPG
Brigandine	Atlus	RPG
Bushido Blade 2	Square EA	Fighting
Bust A Groove	989 Studios	Puzzle/ Strategy
Capcom Gen SF 2 Collection	Capcom	Fighting
Colony Wars: Vengeance	Psygnosis	Action/ Adventure
Crash Bandicoot: Warped	SCEA	Action/ Adventure
DarkStalkers 3	Capcom	Fighting
Dead Unity	THQ	Action/ Adventure
Diabolical Adventures of Tobu	989 Studios	Action/ Adventure
Earthworm Jim 3	Interplay	Action/ Adventure
Global Domination	Psygnosis	Puzzle/ Strategy
Kensai - Sacred Fist	Konami	Fighting
Lemmings	Psygnosis	Puzzle/ Strategy
Messiah	Interplay	Action/ Adventure
Monkey Hero	Take 2	Action/ Adventure
OddWorld: Abe's Exoddus	GT Interactive	Action/ Adventure
Pro 18 World Tour Golf	Psygnosis	Sports/ Racing
Professional Sports Car Racing	Virgin	Sports/ Racing
Psybadek	Psygnosis	Action/ Adventure
Rally Cross 2	989 Studios	Sports/ Racing
Rat Attack	Mindscape	Action/ Adventure
RC Stunt Copter	Midway	Action/ Adventure
Rugrats	THQ	Action/ Adventure
Shadow Madness	Crave Entertainment	RPG
Shao Lin	THQ	Fighting
Silent Hill	Konami	Action/ Adventure
Star Trek: Klingon Academy	Interplay	Action/ Adventure
StarCon	Accolade	Action/ Adventure
Streak	GT Interactive	Action/ Adventure
Superman	Titus	Action/ Adventure
Syphon Filter	989 Studios	Action/ Adventure
Ten Pin Alley 2	ASC Games	Sports/ Racing
Test Drive: Off Road 2	Accolade	Sports/ Racing
Thrill Kill	Virgin	Fighting
Tiny Tank: Up your Arsenal	MGM Interactive	Action/ Adventure
Tomb Raider 3	Eidos	Action/ Adventure
Twisted Metal 3	989 Studios	Action/ Adventure
Uprising X	3DO	Action/ Adventure
WCW/NWO Live	THQ	Action/ Adventure

Future Releases

Knockout Kings	Electronic Arts	Sports/ Racing
Nascar 99	Electronic Arts	Sports/ Racing
Alien Resurrection	Fox Interactive	Action/ Adventure
CROC 2	Fox Interactive	Action/ Adventure
NBA Live 99	Electronic Arts	Sports/ Racing
Tiger Woods 99	Electronic Arts	Sports/Racing
NHL 99	Electronic Arts	Sports/ Racing
X Files Game	Fox Interactive	Action/ Adventure
Quake 2	Activision	Action/ Adventure
Xena	Universal Interactive	Action/ Adventure
Aliens Vs. Predator	Fox Interactive	Action/ Adventure
G. Shock	Konami	Action/Adventure

All release dates are tentative and subject to change. More information on all future releases will be given as it becomes available.

Powerful automatic weapons must be kept out of the wrong hands. These are definitely the wrong hands.



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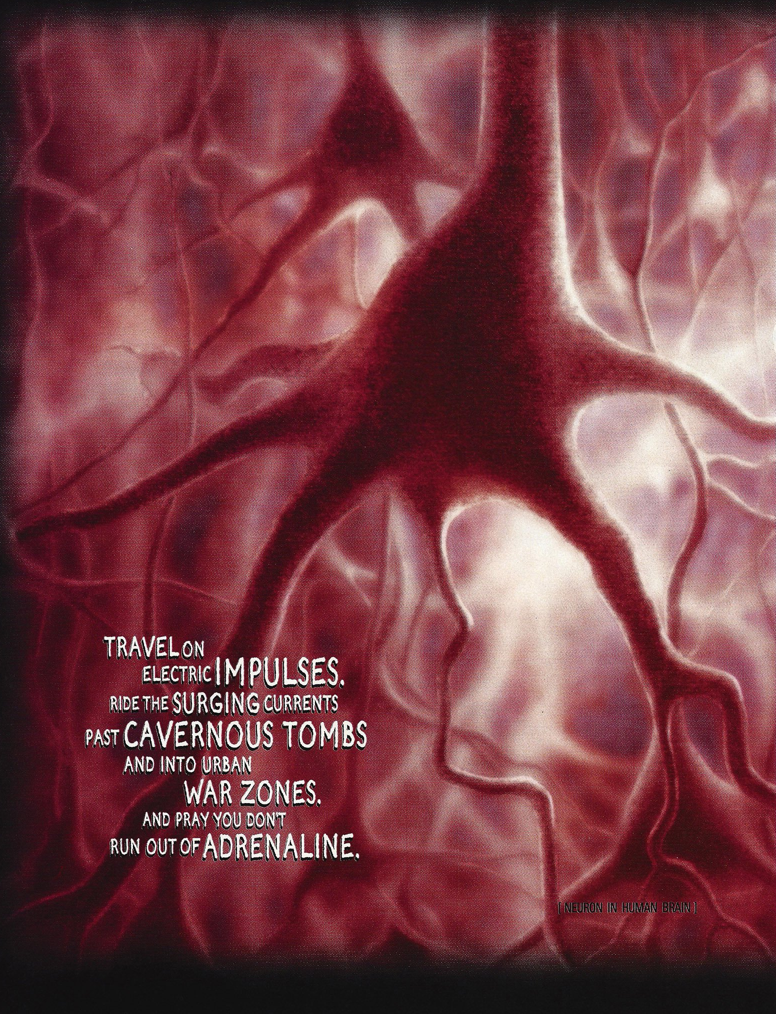
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RIDE THE SURGING CURRENTS
PAST CAVERNOUS TOMBS
AND INTO URBAN
WAR ZONES.
AND PRAY YOU DON'T
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[NEURON IN HUMAN BRAIN]

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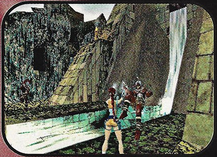
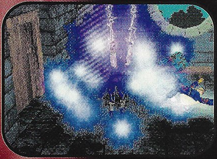


TOMB RAIDER III



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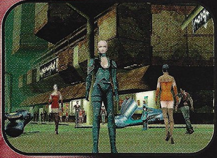
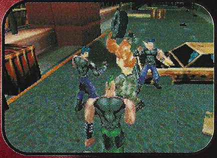


OMIKRON



FIGHTING FORCE 64

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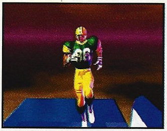
Theme Sports/Racing	**# of Players** 1-2
% Complete 70%	**Availability** September
Publisher Midway	**Developer** Midway

NFL Blitz

Gridiron mayhem hits the PlayStation—*hard!*



Is it possible the home version may actually improve upon the smash arcade hit?

Midway's NFL Blitz has been tearing up the arcades from the day it was released. Play the game once and it's not hard to see why; like NBA Jam (a game designed, not coincidentally, by the same team of Mark Turmell and Sal Divita) did with basketball, Blitz manages to distill the game of football down to its most intense, exciting elements. Although fully licensed by the NFL and Players, Inc., the game plays havoc with the rules of the NFL; for example, teams are limited to seven players, a first down takes 30 yards, and pass interference is not only legal, it's heartily encouraged—ouch!

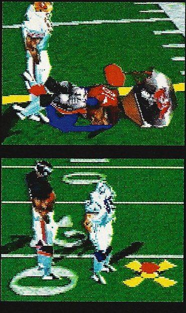
Now, anyone who's played the arcade version can tell you that the game looks every bit as good as it plays; and although you certainly can't expect the clarity of the arcade version to come streaming out of your PlayStation, we can tell you that we were pleasantly surprised by how the playable version looks. Specifically, the player models didn't seem to have lost as many polygons as was generally expected. Then again, the present game runs quite a bit slower than the arcade, so the players may lose a polygon or two as the developers work to get the speed back up. Still, we were surprised at what little difference the graphics—even the overall game speed—seemed to make to the game as a whole. The bottom line is that the game still includes the bone-crushing tackles, spectacular catches and other such mayhem that is still making the arcade version such a hit.

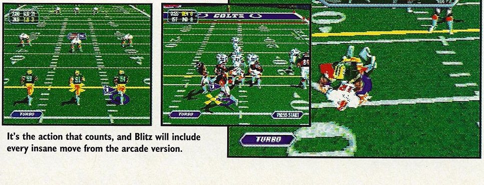
Furthermore, the developers are throwing in a load of new options for the home audience. For example, PlayStation owners can now play in both Tournament and Season Modes, which adds welcome long-term play to the familiar Arcade Mode. In addition, the game will feature full analog and Dual Shock support, allowing players to feel every bone-crunching hit. All this, plus loads of new voice-overs and a few new animations, make PlayStation Blitz more than just a simple port.

As you can see from these screens, the player models are more than adequate. The final gameplay remains to be seen, of course; the version that we played was running in about 17 frames per second, and Midway claims they will have it up to 30 fps before its release. Still, even now the action, if slow, is surprisingly acceptable. Let's hope it improves even more.

Codes o' Fun

The PlayStation version of Blitz is true enough to the arcade to include all the wacky codes, like Big Head (top) and Big Players (bottom).





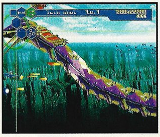
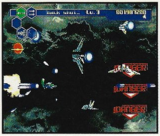
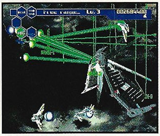
It's the action that counts, and Blitz will include every insane move from the arcade version.

Classic 2-D shooters aren't dead. See?

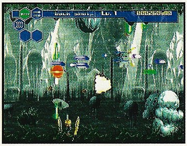
Theme	Action/Adventure	**# of Players**	1
% Complete	90%	**Availability**	August
Publisher	Working Designs	**Developer**	Technosoft

Thunder Force V

Old-school, hard-core shooting action at its best

Lots of Bosses inhabit TF V's world. Sometimes you'll find two per level.



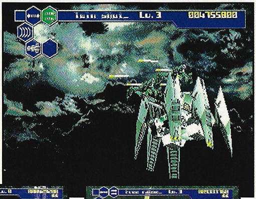
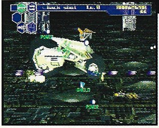
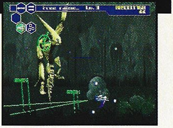
When it was released in Japan last year for the Saturn, most gamers only had one problem with the latest installment in the Thunder Force saga: slowdown. Not just the occasional small patch, but major slowdown—like the first batch of Super Nintendo games. The sheer number of enemy ships, gunfire and insanely huge polygonal Bosses were a welcome sight for shooting fans, but proved more than Sega's machine could handle. Luckily, the PlayStation seems up to the task, and this fall everyone can enjoy Thunder Force V, the way it was meant to be played when it is brought stateside courtesy of Working Designs' Spaz label.

Anyone familiar with previous installments of the Thunder Force series will quickly notice the similarities in Technosoft's latest offering. Many of the same upgradable weapons (for example the Hunter and Twin beam weapons), sound effects, and intense, death-from-all-sides enemy onslaughts that made the previous games so popular have survived the leap into 32-Bit.

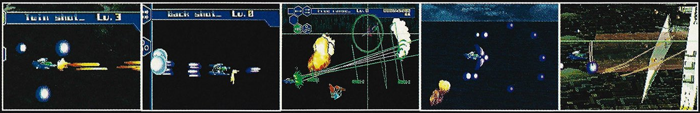
Graphically, however, Thunder Force V is all new. Utilizing the 3D graphics only possible on the current home systems for most of its enemies, Bosses and backgrounds, Thunder Force V packs a visual punch that none of the earlier installments could hope to match.

Besides living up to its legacy in terms of great gameplay and reputation for state-of-the-art graphics, Thunder Force V comes packed with all sorts of extra options and goodies you don't usually expect to find in a shooter. For example, in addition to the ability to fully customize your button and on-screen window configurations, you can also check out information on any of the game's Bosses, browse a detailed explanation of the surprisingly deep story line, even view a selection of original artwork and CG shots from the game's development.

By implementing a combination of old-school gameplay anyone can appreciate and the eye-popping visuals everyone has come to expect, Thunder Force V is one tight little shooting package that can finally realize its full potential on the PlayStation.

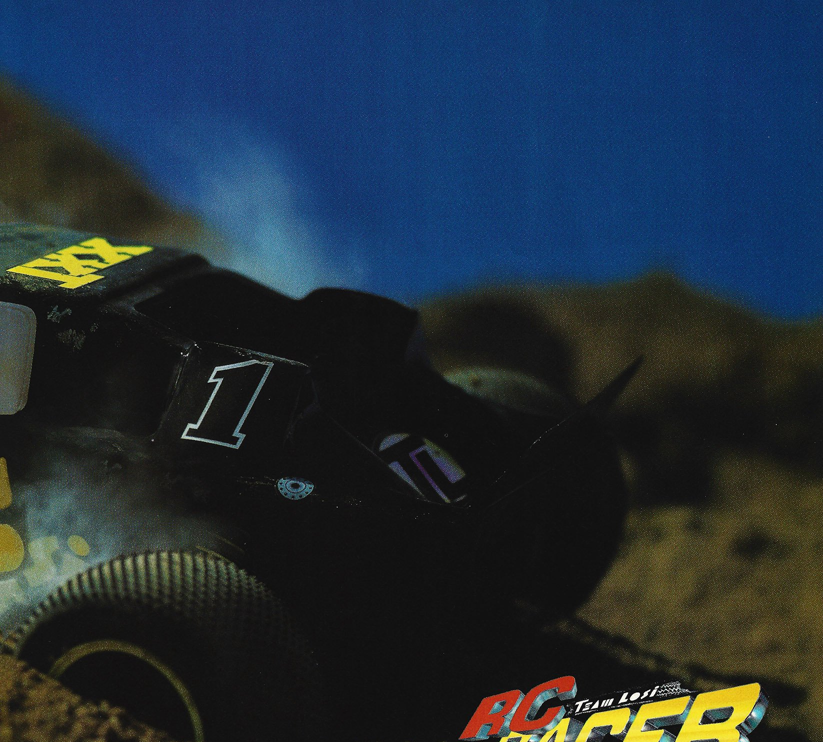




Five Weapons for the Fifth Game

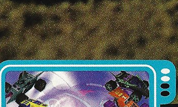


How cute—five weapons in Thunder Force V. Well, each can be powered up three times, and here's the rundown of the ship's firepower. (Pictures are in order of list). You start the game off armed with the Twin Beam, and the weaker rear and forward-firing Rear Beam. The Free Range is great for battling Bosses. It scans an area to lock-on and unleash a deadly barrage on an enemy and the Hunter fires blue, enemy-seeking balls of light. And finally, the weak, but very broad Wave fires a transparent, but wide beam of brown light.

TEAM LO
LUCKY FOR YOU
OURS COMES WITH A RESET BUTTON.



Team Losi RC RACER



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Gremlin INTERACTIVE

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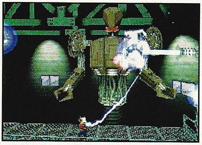
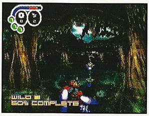
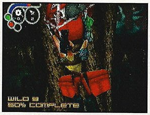
Theme Platform	**# of Players** 1
% Complete 60%	**Availability** September
Publisher Interplay	**Developer** Shiny

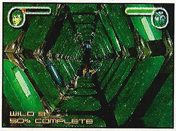
Wild 9

Shiny gets wild with the platform formula









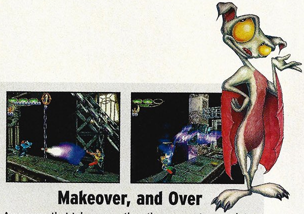
David Perry estimates that roughly half of the game consists of levels that deviate from the standard platform format, like the ones seen here.

Billed as the first video game that encourages players to torture their enemies, Wild 9 is finally nearing completion after three years of development. So, what the heck took so long?

As Shiny Interactive's David Perry explained during a recent visit, the game was in danger of becoming "just another platform game," filled with lots of "butt bouncing" and tired play mechanics. "It didn't do anything for me," said David, "because it had been done to death." Realizing drastic action was required to remedy the situation, Perry released the entire design team at the beginning of the year and started over, almost from scratch. His directive: make a fun, easy-to-learn platform game with no butt bouncing, FMV or other extraneous stuff.

The new design team, Team Scream, began by focusing on the main character's primary weapon, the Rig—an energy "tendril" that can be used to toss enemies around like rag dolls, push inanimate objects or swing to new heights. Once the Rig's capabilities were defined, level design was a snap.

Remember the bungee jumping segments and asteroid races in Earthworm Jim? Wild 9 also includes a number of challenging minigames to break up the traditional platform segments. In a scene reminiscent of the speederbike chase in *Return of the Jedi*, Wex can go for a wild jet-bike ride through the swamps of Drench. In another segment, Wex must do battle with a foe while plummeting down a hazard-filled, 3D air shaft.

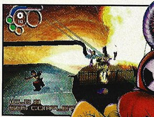


Makeover, and Over

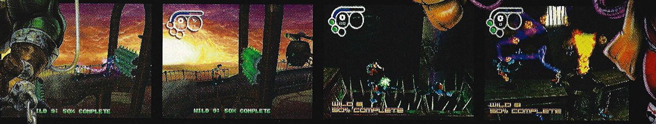
Any game that takes more than three years to complete goes through a significant number of changes. Seen here are some screens from a much earlier stage in the game's extensive development cycle.

Wild 9 is also packed with all the warped humor one would expect in a Shiny Interactive title. The company that gave us flying cows and the World's Smallest Nuclear Explosion has a number of interesting creatures for you to meet, including human bombs, electrified, 500-lb. frogs and—most bizarre—chainsaw-wielding, psychotic, upright-walking black sheep!

While Shiny Interactive has taken an almost inordinate amount of time finishing Wild 9, at this (admittedly still early) stage, it appears to be well worth the wait.

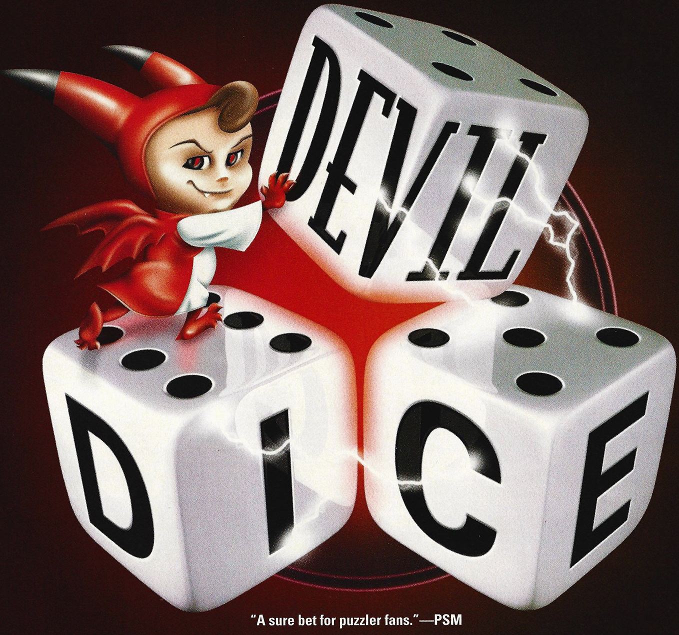


The Art of Torture



You'd be surprised how many uses one sick teen can find for something as simple as a glorified grappling hook. Wex's Rig powers up as he inflicts more and more pain on his enemies. Some of the choicest methods of torture: The Meat Grinder (far left—before, middle left—after), the Spike Stomp (middle right) and the Flaming Fling (far right). Those folks at Shiny are just plain sick!

DEVILISHLY ADDICTIVE



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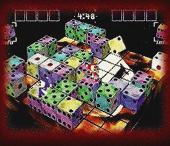
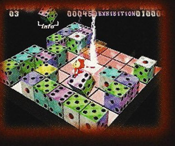
A High-Speed 3D Multi-Player Puzzle Game for the PlayStation® Game Console

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Theme Sports/Racing
# of Players 1-8
% Complete 80%
Availability September
Publisher 989 Studios
Developer 989 Sports

NFL GameDay 99

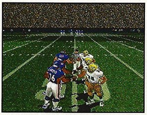
989 Studios gives their best-selling football game a new look and a better brain

350

GameDay 99's players are now comprised of 350 polygons, as opposed to last year's now-paltry 150. Does more polygons equal a better game? Find out next month.

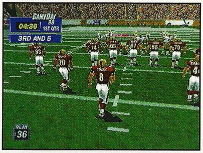
Another year, another round of football titles. NFL GameDay 98 was the best-selling PlayStation football game last year, but with Madden looking impressively 3D in '99, the folks at 989 Sports can't afford to sit on their rumps. And as you might expect, they aren't.

For starters, GameDay 99 enjoys a new game engine that boosts the level of player detail significantly. They no longer look boxy, angular or even flat like the players in GameDay 98 due to the increase in polygons and better detailed textures. In actuality, they look similar to NFL Xtreme's players, only more realistically proportioned. There are loads of new animations (motion-captured from different position players) that include more variations of wrap-tackles, jukes and post-play celebrations.



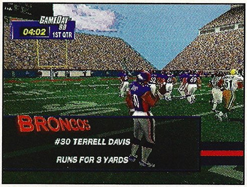
GAMEDAY 99
04:03
1ST QTR
MEANS

Further adding to the new look is an all-new "television-style" presentation. This enhancement makes use of multiple camera views to show the quarterback and his offense walk to the line of scrimmage, show players react after they've made a play, in addition to showing stat boxes during gameplay. Also part of the package is a two-man commentary by Dick Enberg and Phil Simms. Clearly, 989 Sports is putting a lot of effort into making this part of the game shine.



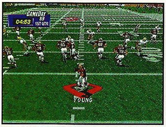
One of NFL GameDay 99's improvements is the implementation of a "television-style" presentation.

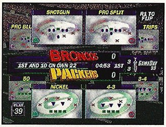
But looks aren't everything, so the GameDay 99 development team has finally put some extra work into improving the game's artificial intelligence. By using input from various NFL players, 989 Studios promises that GameDay will react more like the real game. This is seemingly the hardest part of football games to perfect, so we're looking forward to seeing the final results.

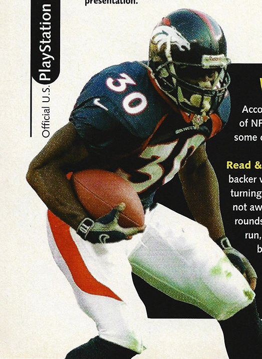


Weapon reflection effects have been enhanced as has the lighting in the various stages.

With such sweeping changes, NFL GameDay 99 should be much improved over last year's game. That would be an impressive feat given that game's tremendous success. Check the new issue of *OPM* for a complete breakdown between this game and Madden NFL 99. It should be quite a battle.







What Exactly Makes NFL GameDay Smarter?

According to Kelly Ryan, producer of NFL GameDay 99, these are some of the key A.I. enhancements.

Read & React - In the past, a linebacker would drop into his zone by turning and running to an area while not aware of the action that surrounds him. This year as he turns to run, he will maintain visual contact by turning his head back to the offensive backfield and will read the backs and receivers going out into their routes. The linebackers will either match-up man-to-man if it's man coverage or float into their zones and pick up the most dangerous man within his zone.

Man Coverage - Will be disguised this year. Teams will show zone and walk into soft, tight or loose man. They will also show man and walk forward or back into zone coverage. The man coverage will also be more realistic. DBs will backpedal with the receiver and then turn and run if the receiver is running a deep route.

Line Blocking - Offensive linemen will form a nice pocket and wait for the defense to attack; a lineman will not commit to a block until the defender challenges him, this is referred to as "Area Blocking."

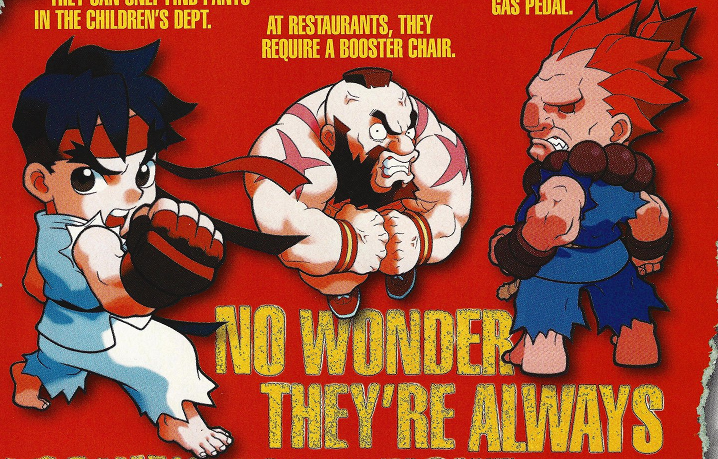
CPU Offensive Play Calling - The CPU will take advantage of the play and game clock as well as using time outs more efficiently. For example, the CPU will run more time off both clocks if they are ahead and if trailing will use the no huddle offenses to conserve it.

WORTH 20 FIGHTERS
EDGE POINTS!

THEY CAN ONLY FIND PANTS IN THE CHILDREN'S DEPT.

AT RESTAURANTS, THEY REQUIRE A BOOSTER CHAIR.

THEY CAN'T REACH THE GAS PEDAL.



NO WONDER THEY'RE ALWAYS LOOKING FOR A FIGHT.

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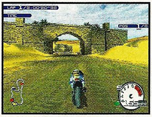
Theme Sports/Racing	**# of Players** 1-2
% Complete 70%	**Availability** September
Publisher Electronic Arts	**Developer** Delphine

Moto Racer 2

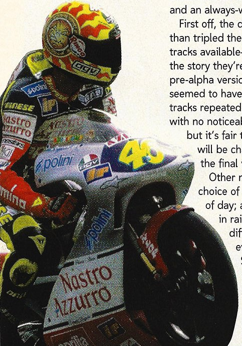
A blazing sequel with infinitely more tracks than the original

Those of you who have been with us since our first few issues may remember the original Moto Racer being named in our 1997 Editors' Awards as the best racing game of the year. Its great sensation of speed, perfect analog control and welcome variety of street and dirt bikes made it easily the best motorcycle racer on the PlayStation. Now, its sequel faces a bit more competition (albeit not directly; no other game has yet delivered both racing styles) in the form of Jeremy McGrath's Supercross 98 and Road Rash 3D. Not willing to give any ground, Delphine Software has upped the ante a bit with a bunch of new options and an always-welcome Track Creator.

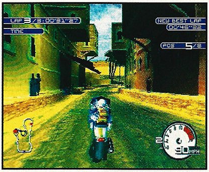


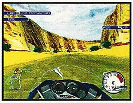
Tracks are even more detailed than in the previous version.

First off, the developers have more than tripled the amount of tracks available—at least, that's the story they're going with; the pre-alpha version we played seemed to have only eight tracks repeated four times with no noticeable variations, but it's fair to assume this will be changed before the final version.



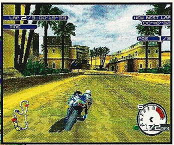
Other new additions include a choice of weather conditions and time of day; as one would expect, racing in rain or snow can make a *big* difference in handling. Adding even more variety is the new Simulation Mode. Now players can get a feel for what motorcycle racing is really like. You won't find your racer bouncing off the wall or other riders here; brush a wall or a competitor too hard and you'll definitely regret it.





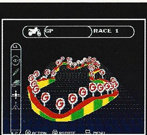
By far the most intriguing new addition, however, is the Track Creator. Players will now be able to modify the game's existing tracks, or even design new ones from scratch. You'll be able to insert enough twists, turns and jumps to make navigating the track a living hell, dare your friends to go for a spin, and laugh at them as they make fools of themselves.

The version we've been playing has apparently been ported straight from the PC; as a result, the graphics and textures appear much more grainy and low-res than the previous game. EA assures us that this will be tuned before the game's final release. Hopefully, this sequel, once finished, will prove a worthy successor to a fantastic game.



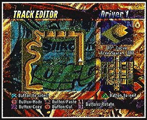
You'll leave this sleepy little desert town buried under a cloud of dust.

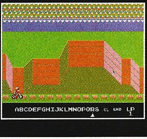
LAP 1/2:00'33"47
TIME
POS 2/8
92 MPH



Track Record

Moto Racer 2 is not the first motorcycle game to feature a track editor (above). Acclaim's Jeremy McGrath's Supercross 98 (middle) includes such an option. And who can forget the venerable Excitebike (bottom) for the original 8-Bit Nintendo?





IT'S READY.
ARE YOU?

INTENSOR™

THE INTENSOR™ SURVIVAL GUIDE

(Because we're not always going to be there to hold your trembling, sweaty little hand.)

PART ONE

Be warned: this is technology with a real "punch-you-in-the-gut-while-you're-not-looking" brand of sensitivity.

There's never been anything like Intensor. So in order to survive it, you need to understand a few things. Like to begin with, you need to know what a Sensory Gaming Experience is. It's complete immersion. It's intense tactile feedback. It's being able to see, hear and feel the game you're playing like never before. All you have to do is hook it up to the audio jack of any system, play any game and hold on. You may also want to say a little prayer.

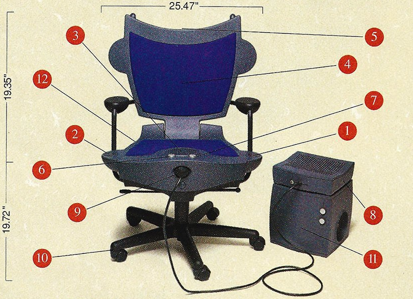


Fig. 1. *A breakdown of what you're up against.*

#	ITEM
1	Left 2" Mid-range Directional
2	Right 2" Mid-range Directional
3	5.25" Center Mid-range
4	5.25" Low Frequency Tactile Driver
5	High-range Tweeter
6	Sound Volume
7	Tactile Intensity
8	Electronics Unit
9	Heavy Duty Single Cord Connector
10	Optional Office Chair Base
11	Optional Subwoofer
12	Headphone Jack

PART TWO

Remember, in this chair no one can hear you scream.

Not everyone will have what it takes to handle Intensor's patented audio system. After all, we're talking 5 high-performance built-in speakers with 108dB output. Technically speaking, that means it's really loud. So for the neighbors' sake, you may want to use the headphone jack — which you can do without losing any tactile feedback. But keep in mind — if your ears start bleeding, you should probably turn the thing down.

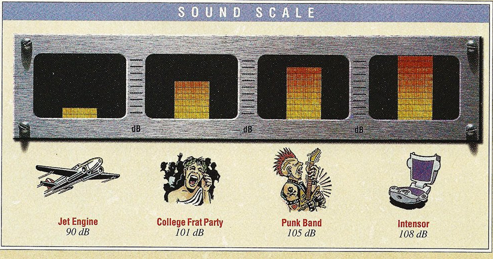


Fig. 2. *At 19 pounds, Intensor is designed for quick evacuation in the event things get ugly. (Shaky hands will appreciate the built-in molded carrying handle.)*

PART THREE

Ducking, dodging, whimpering and other useful gaming skills you might want to perfect.

Be advised. With Intensor, you'll not only hear your games like never before, you'll also feel them. In your back. In your legs. You'll feel sensations in places you never even knew you had. Which means every engine rev, every explosion, every kick will seem more real than you may want it to. So it's important to note that under this type of extreme duress, screaming in high-pitched tones for one's mommy is quite common.

DEFENSIVE PROCEDURES

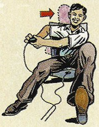


Fig. 3a. *The Dodge*

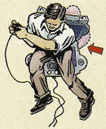


Fig. 3b. *The Weave*

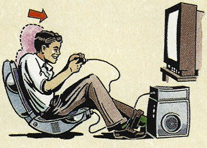
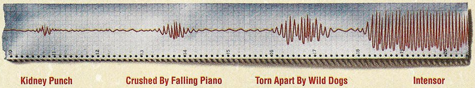


Fig. 3c. *The Duck*

TACTILE SENSATION GRAPH



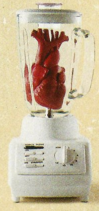


Fig. 4. *Artist's conception of Sensory Gaming's effect on the human heart. Those with heart conditions should proceed at their own risk.*

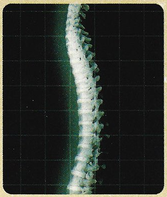


Fig. 5. *Note: Players attempting to negotiate Intensor on anything less than a good, stiff spine may be reduced to a vegetative state.*

PART FOUR

Any game. Any system. Any medium. After this, nothing will ever be the same.

From movies and CDs to all your favorite games, Intensor isn't just compatible with your current system, it actually transforms it. It may also do the same to you. Once you take a seat, there's a new awareness. And there's no going back. It's the gaming version of the thousand-yard stare. You'll recognize it in others who've "been there." Seek them out. Talk to them. This therapeutic approach can help preserve your sanity.

Fig. 6. *Intensor has been known to induce shock. In such cases, place victim flat on back, elevate legs 8 to 12 inches and call for help. (If victim begins vomiting, place him or her on one side to allow fluid drainage.)*

In the event of nervous breakdown, seek help at

www.intensor.com

Assuming you've read this carefully, proceed to your favorite gaming retailer.

Sensory
Gaming
Experience

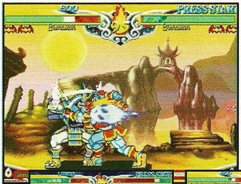
INTENSOR™

A product of
BSG
BSG Labs, Inc.

Theme	Fighting	**# of Players**	1-2
% Complete	60%	**Availability**	November
Publisher	Capcom	**Developer**	Capcom

DarkStalkers III

Capcom's classic nocturnal brawler returns to the PlayStation at last

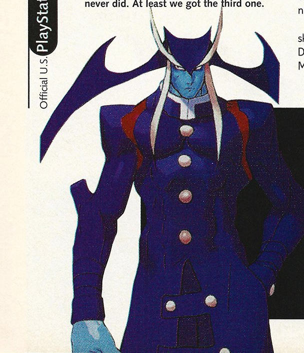


Puny mortals, beware—the arcade fighting game voted #1 in Japan is coming to the PlayStation courtesy of Capcom. The third installment in the popular DarkStalkers series, DarkStalkers III introduces four new night warriors—Jedah, Messiah of Darkness; Q-Bee, a queen bee-like character with an army of stinging allies at her command; Lilith, dark sister of long-time favorite Morrigan; and Baby Bonnie Hood, an Uzi-toting "Little Red Riding Hood"—to the DarkStalkers universe, raising the total to 18 selectable characters. In addition to such returning faves as Morrigan, Lord Raptor and Demitri, you also get Donovan, Huitzil and Pyron—all M.I.A. in the arcade version, DarkStalkers: Jedah's Damnation. While gameplay remains faithful to previous titles in the series, DarkStalkers III does contain a few innovations. The familiar best-of-three round system has been dropped in favor of Killer Instinct-style health bars; rather than replenish both characters' health bars after one warrior falls, the victor must fight on with a partially depleted bar. DarkStalkers III's all-new Dark Force power-ups are reminiscent of Marvel Super Heroes' Chaos Gem power-ups, temporarily granting extra armor, a mirror image or other powers to your night warrior.

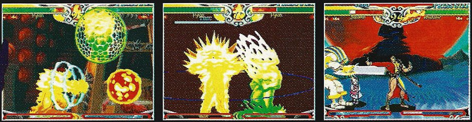
Fight fans can hone their skills to perfection in DarkStalker III's Training Mode (a long-standing Capcom tradition) or duke it out against the computer or a pal in Versus Mode. Similar to the one seen in Capcom's Rival Schools United by Fate, DarkStalker III's Visual Story Mode allows players to check out the game's back story while admiring a gallery of gorgeous Capcom character artwork.

While the game is plagued by load times and missing frames of animation, there's still time for the final version to be perfected for fighting game fans to enjoy in October.

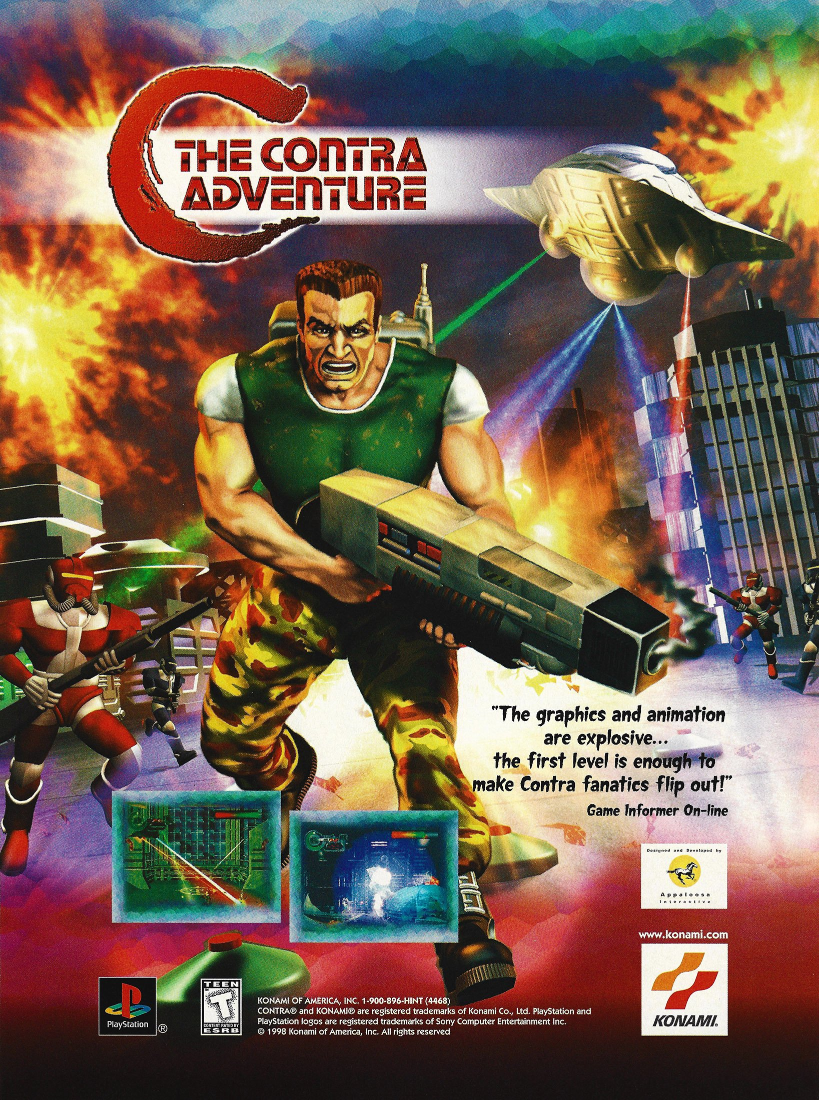
Although the original DarkStalkers came out on the PlayStation, the sequel never did. At least we got the third one.



More Stalkers for the Money



The PlayStation version of DarkStalkers III features three characters who weren't in the arcade game (which was called Vampire Savior)—Pyron (left and center), Donovan (right) and Huitzil. Each of these characters were in a little-seen arcade sequel, Vampire Savior 2, which was only released in Japan.



THE CONTRA ADVENTURE

"The graphics and animation are explosive... the first level is enough to make Contra fanatics flip out!"

Game Informer On-line

Designed and Developed by Appaloosa Interactive

www.konami.com

KONAMI

PlayStation®

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Theme	Action/Adventure	**# of Players**	1
% Complete	80%	**Availability**	October
Publisher	Activision	**Developer**	SME

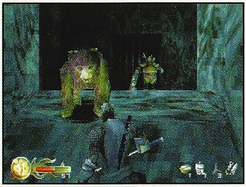
Tenchu

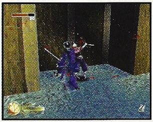
Ninja action that's historically accurate...sort of

As previously reported, Activision is extensively revising the 3D ninja sim Tenchu for its U.S. release. Having recently received the latest version of the game, we now know a little bit more about these changes.

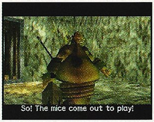
First, the computer AI has been radically improved; rather than break off the chase when you ascend to a rooftop, enemies now climb up after you, adding some much-needed realism to the game. Also, the game's dynamic camera, which performs a number of Metal Gear-like cuts to aid in stalking, is far more responsive and no longer has to be coaxed into the proper position.

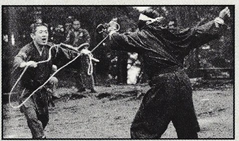
These tweaks, however, pale in comparison to the changes Activision assures us are yet to come. In addition to two new levels, Activision is adding an equal number of new weapons to your arsenal, which already includes a wide array of throwing stars, smoke bombs, grenades and caltrops (spiky devices thrown at the feet of your enemy). In addition to English dialogue, Activision also hopes to include a subtitled version of the original Japanese dialogue, something diehard fans of Japanese games have requested for years! The only catch is they're not sure whether or not both soundtracks will fit. Let's hope they do. New animation for the male ninja, Rikimaru, and improved collision detections also are on the docket.





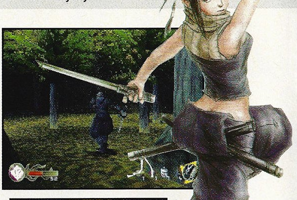
A ninja's work can get pretty messy. Watch for loads of flowing blood.



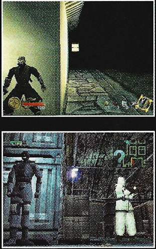


A Brief History of Ninjas

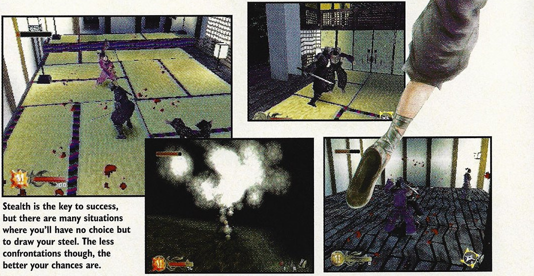
Ninjas came into existence around the 12th century during the age of the Samurai. They specialized in espionage-type activities like gathering information, poisoning food supplies and acting as guides during nighttime raids. The usefulness of Ninjas ended in the beginning of the Edo period (1600-1868), when social order was restored by the government throughout Japan. Contrary to popular belief, they possessed no super-human powers or magic abilities. Or so they say.



Something Borrowed



The sneaky peeks around the corner in Tenchu bear more than a striking resemblance to those in the upcoming Metal Gear Solid.



Stealth is the key to success, but there are many situations where you'll have no choice but to draw your steel. The less confrontations though, the better your chances are.

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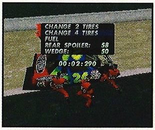
Theme Sports/Racing	**# of Players** 1-2
% Complete 80%	**Availability** September
Publisher Electronic Arts	**Developer** Stormfront

NASCAR 99

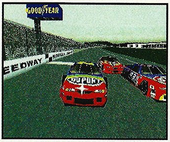
NASCAR turns 50, while EA's game turns two

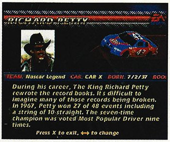

CHANGE 2 TIRES
CHANGE 4 TIRES
FUEL
REAR SPOILER: 58
WEDGE: 50
00:02:290

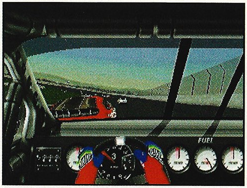
You'll be able to take full control of your pit crew as they race to outfit your vehicle.

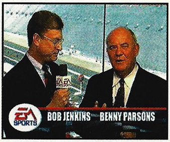
In celebration of NASCAR's 50th anniversary comes EA Sports' NASCAR 99, the sequel to one of last year's most critically and commercially successful racing simulations.

Bang fenders with 31 current NASCAR drivers—including Dale Earnhardt, Mark Martin, Jeff Gordon, Terry Labonte and Dick Trickle—or make a run at the checkered flag as a racing legend from the past, such as Cale Yarborough, Bobby Allison or even "The King," Richard Petty.




RICHARD PETTY
TEAM: Nascar Legend CAR: CAR X BORN: 7/2/37
During his career, The King Richard Petty rewrote the record books. It's difficult to imagine many of those records being broken. In 1967, Petty won 27 of 48 events including a string of 10 straight. The seven-time champion was voted Most Popular Driver nine times.
Press X to exit, ⟺ to change





In addition to upping the field to an impressive 31 cars (each accurate down to the last decal), EA Sports added night-time racing, TV-style race commentary by Benny Parsons and Bob Jenkins, and an entirely new physics model to this year's version. All-new pit commentary also allows crew chiefs to relay crucial track and car information to their drivers, adding a whole new dimension of realism.

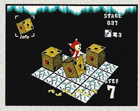
Replacing Molly Hatchet on NASCAR 99's soundtrack are George Thorogood and the Delaware Destroyers, Joe Satriani and the late Stevie Ray Vaughn, each presented in Dolby Surround Sound.

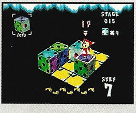
Considering the strong sales NASCAR 98 continues to enjoy almost a year after its release, NASCAR 99 seems destined to tear up the sales charts when it hits store shelves this fall. Hopefully the game turns out to be worthy of that inevitable windfall.

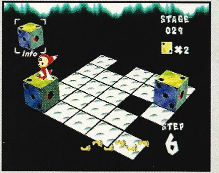
Theme Puzzle/Strategy	**# of Players** 1-5
% Complete 90%	**Availability** September
Publisher THQ	**Developer** Sony CEI

Devil Dice

One diabolically challenging puzzle game







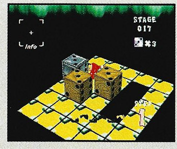
Levels such as this one can seem absolutely maddening, but remember there's a reason you're given a specific number of steps.

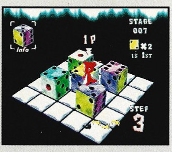
Stop for a moment and try to picture a puzzle game. Easy, right? OK, now picture a puzzle game that *doesn't* involve falling blocks of some kind. Not so easy, is it? In fact, if you're specifically thinking of PlayStation games, odds are you're stuck on Intelligent Qube.

Now THQ is adding one more puzzle game to the "non-Tetris" school, an addictive little number called Devil Dice. Your job is to move dice around in such a way that the number of dice touching is equal to the number showing on the top of all of them. For example, if you have four dice on the board, you ideally want to organize them in such a way that they are all touching and all showing Four on top.

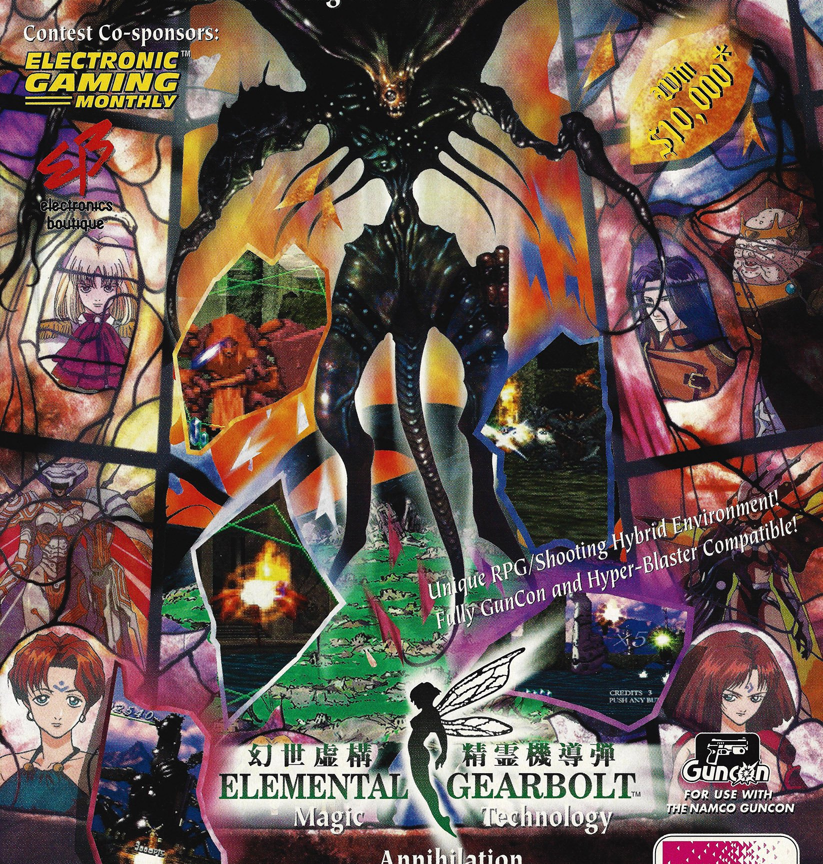
Of course, it's not as easy as it sounds; first of all, you're limited in the number of moves you're allowed; and secondly, each of the five different kinds of dice has its own properties. For example, wooden dice will flip whether you're on top or pushing from the side, while some stone dice will flip when manipulated from the top but slide if pushed from the side, and so on.

Devil Dice includes four different modes of play, including two unique Multiplayer Modes, one of which supports up to five players. Solo players have the option of playing against the clock in Trial Mode or working through 100 maddening boards in Puzzle Mode. With all this, Devil Dice will definitely be a welcome addition to any puzzle fan's library. Especially considering it doesn't have anything at all to do with falling blocks.





In A World Enslaved By Ghosts Of The Past, Twisted Egos Bend To The Whims Of Insanity, Unleashing All That Is Forbidden.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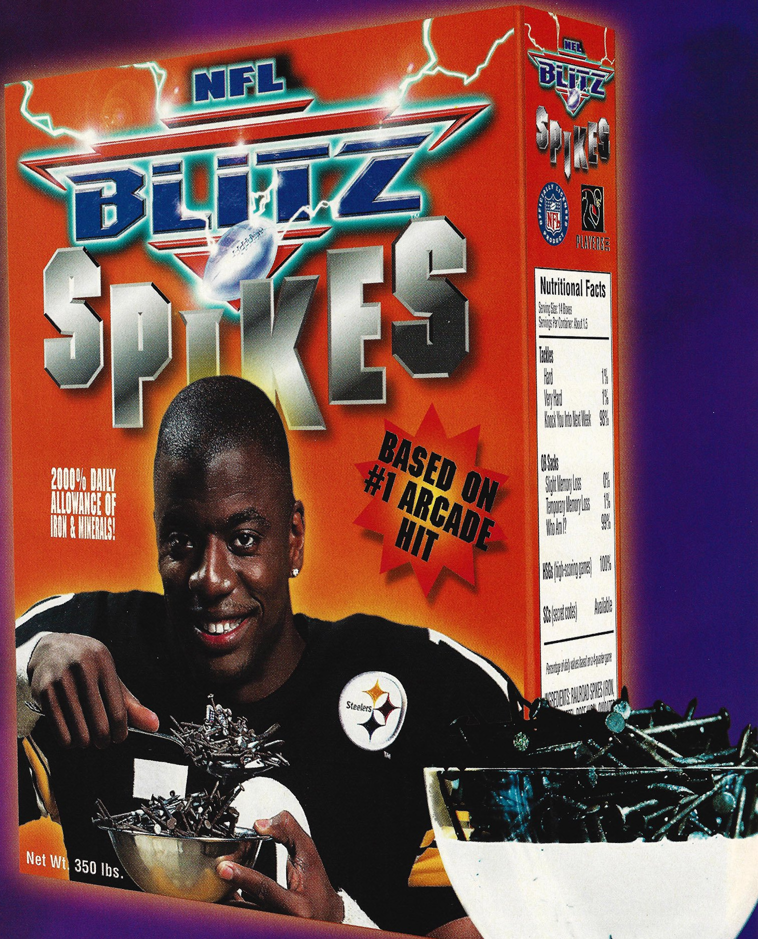
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HSGs (high-scoring games) 100%
SCs (secret codes) Available
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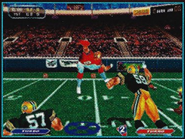
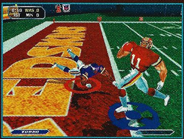
FOOTBALL PLAYERS PUMP IRON.
BLITZ PLAYERS HAVE IT FOR BREAKFAST.



Highlight-film receptions.

In-your-face tackles.



Catch-me-if-you-can speed.

1ST QUARTER 2:00
TENNESSEE 7
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Jumbo-size players.

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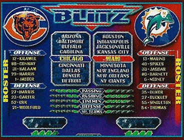
Earth-crumbling tackles.

Cover-your-eyes-and-don't-look sacks.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ROSTER
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80 · CONWAY
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29 · HARRIS
1 · JAEGER
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27 · HARRIS
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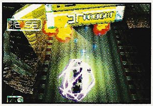
Assault

Theme	Action/Adv.	# of Players	1-2
% Complete	50%	Availability	October
Publisher	Midway	Developer	Telstar

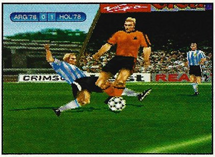
As if the new Contra Adventure weren't enough, Midway is releasing their own 3D shooter in the classic Contra style. Players can expect loads of snazzy special effects and hordes of alien nasties. That's good shootin'!



Viva Soccer

Theme	Sports/ Racing	# of Players	1 -4
% Complete	60%	Availability	September
Publisher	Virgin	Developer	Virgin

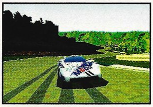
It's about time soccer fans had a chance to play as the real players from their favorite teams. In addition to this extra level of realism, Viva Soccer lets you replay World Cup tournaments from 1958-1998. I can't wait.



Professional Sports Car Racing

Theme	Sports/Racing	# of Players	1-2
% Complete	65%	Availability	November
Publisher	Virgin	Developer	Point of View

Perhaps it's Gran Turismo that's spawned the recent surge of racers. Regardless, Virgin is hopping into the fray with their fully licensed, fully realistic Grand Touring racing sim. We'll see how it manages to stack up.

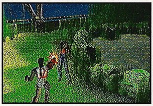
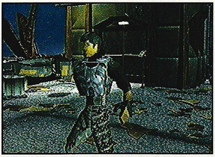
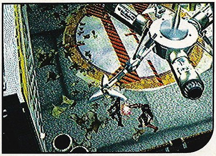


LAP TIME
BEST LAP
LAP 1/8
POS 3/6

Dead Unity

Theme	Action/Adv.	# of Players	1
% Complete	40%	Availability	Q4 98
Publisher	THQ	Developer	Aramat Prod.

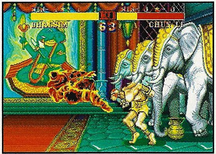
THQ is hard at work on this futuristic 3D sci-fi adventure. Players take the role of Works, a cyborg with a modifiable, body-mounted weapon, as he battles enemies throughout a pre-rendered environment.

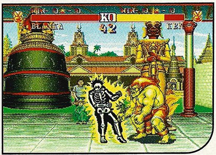




Capcom Generations: Street Fighter 2 Collection

Theme	Fighting	# of Players	1-2
% Complete	60%	Availability	October
Publisher	Capcom	Developer	Capcom

The game that single-handedly started the fighting craze hits the PlayStation in all three of its arcade incarnations. Admit it, these guys were your early-nineties heroes. Sho-ryu-ken!





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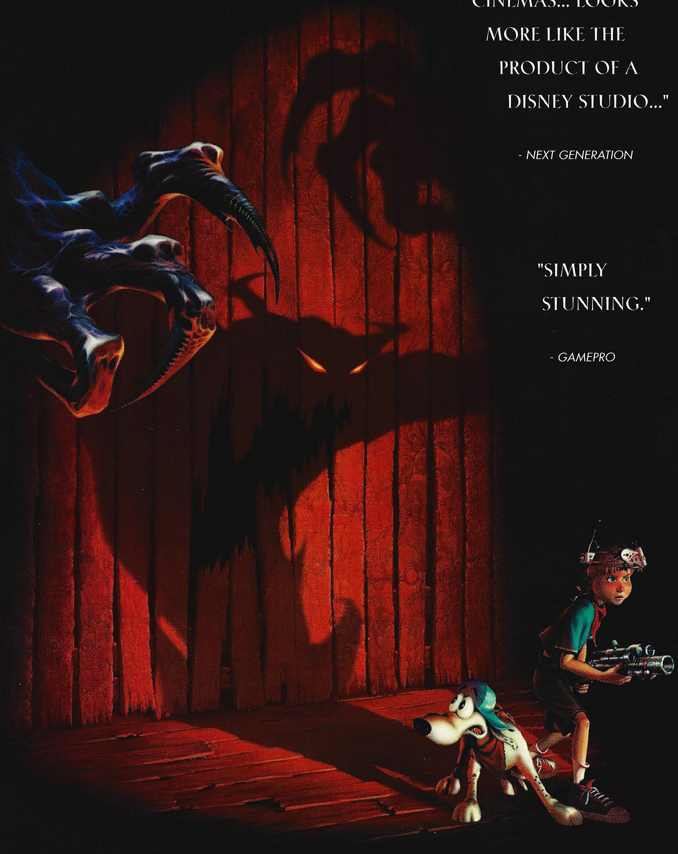

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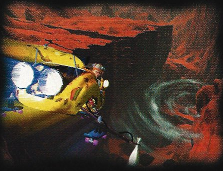

Over 30 minutes of cinematics fluidly merge with gameplay in a thrilling storyline full of bizarre characters with a great sense of humor. Dedicated sound effects and an original score make Heart of Darkness an unforgettable gaming experience.

Experience intense action as you help young Andy fight through 8 huge levels and 175 different locations in a dark world filled with mystical mazes, exotic landscapes and evil enemies, in search of his best friend, Whisky.

TEEN
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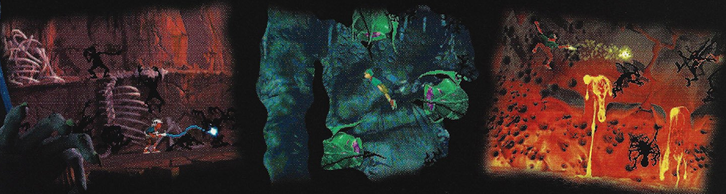

Unrepetitive! Every level looks different, requiring a new skill or strategy to find Whisky. 2000 frames of animation are used just for Andy, so he moves smoothly whether he's climbing, sneaking across a bridge or swimming through murky waters.

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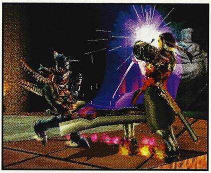
Theme Fighting	**# of Players** 1-2	**% Complete** 100%
Availability July (Arcades)	**Publisher** Namco	**Developer** Namco

Soul Calibur



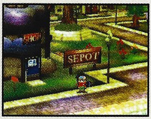
It's been awhile in the making, but Namco's sequel to its weapons-based fighter Soul Edge (or Soul Blade in the United States) is nearing completion. Returning from the first game are favorites Mitsurugi, Sophitia, Taki and Voldo. Along with the original crew are newcomers Maxi, Kilik, Xiang Hua, Astaroth, Nightmare and Ivy. Around six other characters will be accessible via the time-release method found in Soul Edge and Tekken 3, and one character is rumored to be Hwang from Soul Edge. Running on Namco's PlayStation-based System 12 Board, Soul Calibur is moving at a mouth-watering 60fps (for comparison's sake, Soul Edge ran at 30fps). Particle effects, 3D backgrounds and a new feature called the "Weapon-Weight System" are all incorporated into this stunning new game. However, the improvements don't stop there. Aside from the sheer, blistering speed of the game, the characters also have a greater degree of freedom when moving around the screen. Additionally, combos are not as reliant on preset animations, instead they are more open-ended and can be combined in practically any order. Although a PlayStation version hasn't officially been announced yet, you can be sure it's in the planning stages, due to the successful translation of Tekken 3. Expected in arcades this July, check out Soul Calibur for a glimpse of the PlayStation's future.

Lights-sourcing is more dramatic and gives the players a more realistic look. Check out the new after glow of the weapons above.

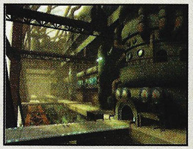
Response times have been improved so that fights are now truly a test of a gamers' skill. A little extra depth goes a long way.

Thousand Arms

In Thousand Arms you play the role of a boy named Meiss Triumph who must save the world from the evil empire of Dianova. The action takes place in a world where magic, swords and steam machinery co-exist. Can you say Final Fantasy VII? Of course there are differences between the games with the most notable being the way you upgrade your sword. You must forge your current sword into a better one because they aren't for sale at any store. Rounding out the other highlights are backgrounds that are real-time 3D instead of prerendered and the battle scenes are presented in Animotion battle (Anime + motion) which has a 2D fighter look to it. Last, but not least is a love interest for your character.



The backgrounds are 3D with 2D character sprites similar to Square's upcoming Xenogears.



Theme RPG	**# of Players** 1	**% Complete** 50%
Availability December	**Publisher** Atlus	**Developer** Red Company

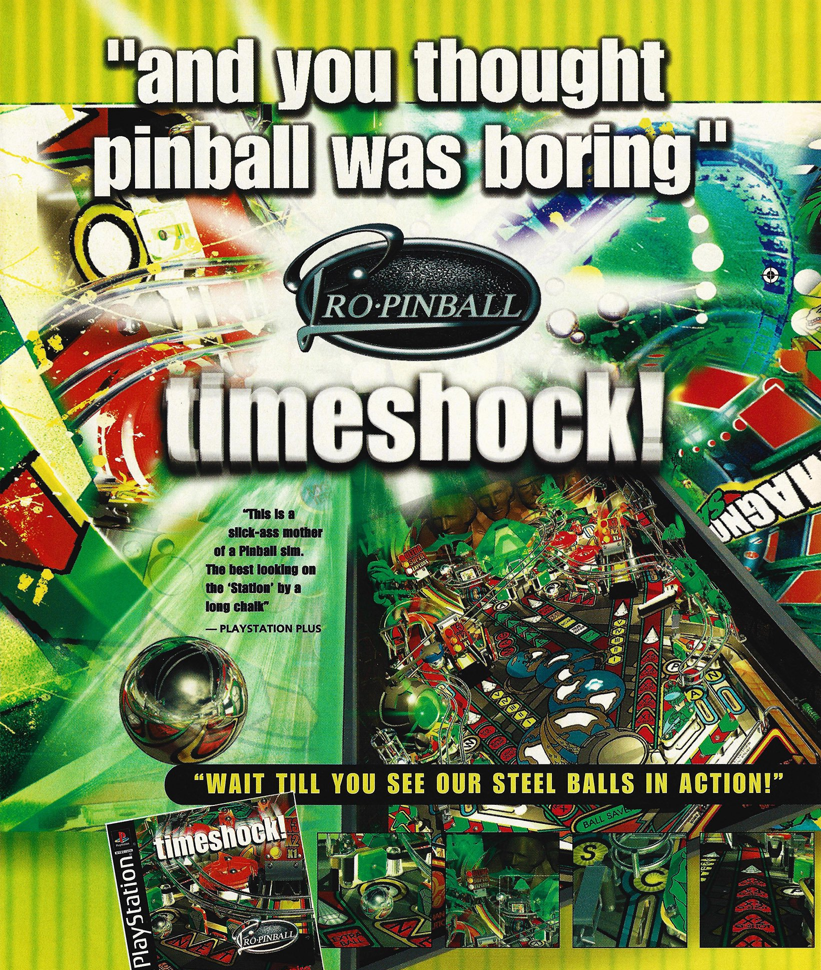
Beat Mania

The music game craze started by PaRappa keeps gaining strength with literally a new entry every other month. The latest comes from Konami and has made its rounds at arcades before finding a home on the PlayStation. Beat Mania puts you in control of a simplified turn table where you must press buttons (a total of five keys) and scratch the turntable at the proper moments. The home version is actually a port of Beat Mania 2nd Mix which had more selectable tunes. The coolest part is that Konami went the extra mile and added another eight tunes exclusively for the PlayStation version for a total of 19 jams. These range from Reggae, Hip Hop, Break-Bts, Ballad, Ska and Konamix. In case you're wondering, Konamix is a remix of tunes from the classic shooter Salamander (known as Life Force here). Adding to the authenticity will be accessory wizards ASCII who will have a Beat Mania Turn Table controller available at the same time the game goes on sale. For the less adventurous, Beat Mania is compatible with the Dual Shock, but that's strictly for posers and wanna-bes.

SOUND SELECT
reggae
play level
EASY

beatmania
1P
BPM 050

Theme Rhythm/Reflex	**# of Players** 1-2	**% Complete** 90%
Availability September	**Publisher** Konami	**Developer** Konami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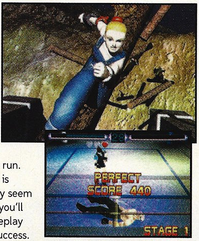
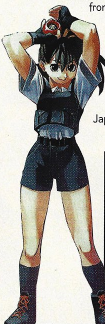
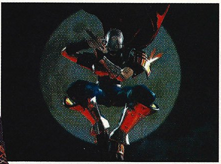
Ehrgeiz

Ehrgeiz is one of those games you either love or hate. I happen to love it and couldn't be happier that a PlayStation port (it was in serious doubt for quite a while) has been announced. As you may have guessed by the developer info at the bottom, this comes to us from the same team responsible for the amazing Tobal 2, and Ehrgeiz shares more than a similarity or two with that title. Most of the feelings of déja vu come from the character designs and movements as well as the need to utilize the 3D movement that separated Tobal 2 from the rest of the pack. A big difference is the fact that unless you hold down the Block button, your character will be in a nonstop run. The frantic action that ensues is blistering, and although it may seem like random mayhem at first, you'll notice that the precision gameplay of Tobal 2 is the true key to success. The hard part is to execute it at the speed the action takes place. The backgrounds in Ehrgeiz also play a big role in dictating strategy as they can vary in shape and size greatly from one arena to another. You may have only a small rectangular strip aboard a speeding train in one stage, but have the option of jumping onto rooftops in another. Each character has a stage that better suits his/her strengths which adds yet another layer of strategy into the mix. The release date has not yet been set, but it's certain to be available before the end of the year in Japan with a lag of a few months for a U.S. version.



In addition to the basic power meters, you'll receive score tallies based on various factors.

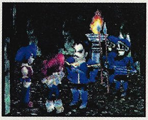




Theme Fighting	**# of Players** 1-2	**% Complete** 45%
Availability TBA	**Publisher** Square	**Developer** Dream Factory

Legend of the Legaia

The world of Legaia was a peaceful place until a mysterious mist spread over the land and caused the creatures called Cells to go crazy and start attacking people. Up 'til then the Cells were used as beasts of burden that provided transportation, tools and weapons. Some of the people built high walls surrounding their cities while others chose to go underground. Now it is up to Van to get rid of the mist and save the world. (Perhaps his people will discover that they just needed to treat the creatures more humanely or they'll go back to the way they were.) You'll only find out if you beat the game. Unlike Thousand Arms, the world and characters in Legaia are all real-time 3D characters. The battle system is called the Tactics Arts System and resembles a 3D fighting game. You'll be able to utilize a wide variety of moves and combos during the battle. The graphics and story seem to be pretty strong and this is a sure contender to make its way stateside.



Here the characters discuss how they can once again live above ground in peace.

ノア、さむいのは きらいだ！
はやく オウタムに かえろう!!

村おさ「わだつみの神、
フェルティよ。
その肉体をうけとるがいい。

Theme Fighting	**# of Players** 1-2	**% Complete** 90%
Availability November	**Publisher** Square/EA	**Developer** Light Weight

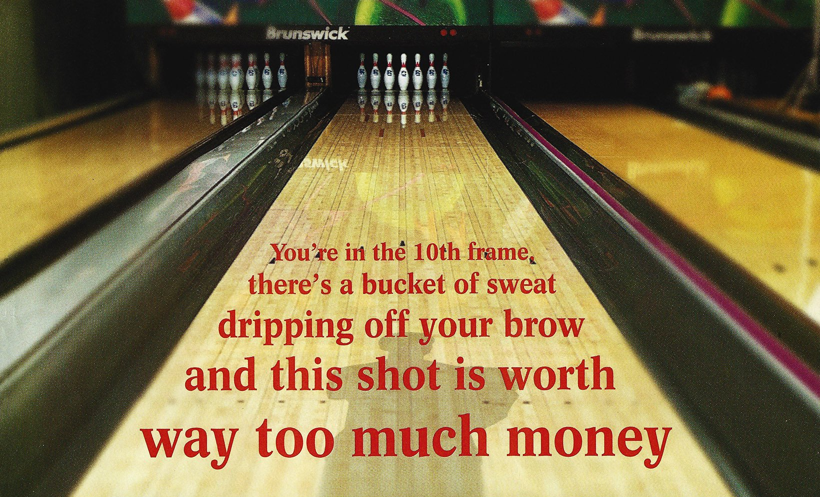
All Japan Women's Pro Wrestling

We got next! Although the women's wrestling fad has come and gone here in the States (remember G.L.O.W., Gorgeous Women of Wrestling?), it remains a fairly strong mainstay in the appetites of the Japanese. Pro Wrestling (or puro res in Japanese shorthand) games on the PlayStation will have a new contender in the form of All Japan Women's Pro Wrestling which will feature real-life stars. To ensure that the game doesn't play like a men's wrestling game, AJWPW employs authentic motion-captures by the actual ladies. The textures and colors of the costumes will also add an authentic aspect to the action. Seeing as there aren't enough active or well-known women wrestlers to fill out the roster of this title, it's extremely doubtful that this title will ever see the light of day here. What do you think?

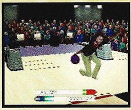
井上 京子
01:23
井上 貴子
19

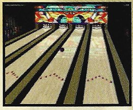
前川久美子
02:39
府川 唯未

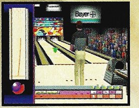
Theme Fighting	**# of Players** 1-2	**% Complete** 90%
Availability Now	**Publisher** TEN	**Developer** TEN

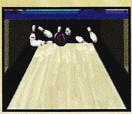


You're in the 10th frame, there's a bucket of sweat dripping off your brow and this shot is worth way too much money









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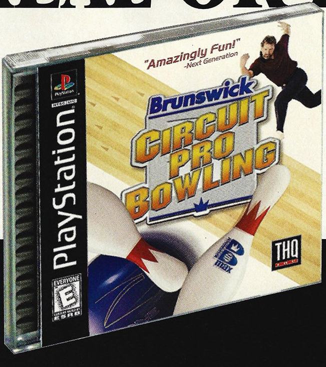
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It's golf,

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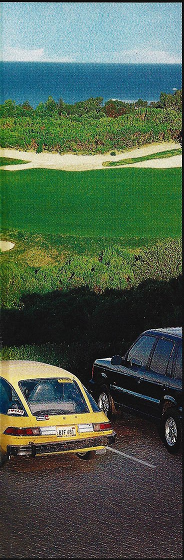
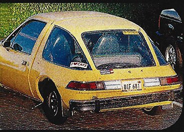
RAE832





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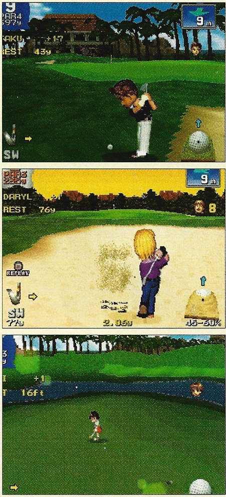

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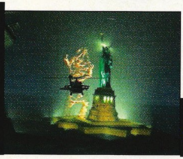
Developer	Squaresoft
Publisher	Square EA
Genre	RPG

PlayStation
PE
SQUARESOFT

1 Player
Memory Card 1 block
Analog Controller Compatible

Parasite Eve



A revolution of evolution

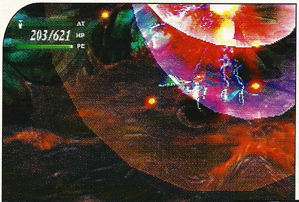
So you're sitting in Carnegie Hall, enjoying a quiet night at the opera. The female lead, a stark beauty with long straight hair and a tightly cinched corset, begins her solo. And suddenly the night isn't so quiet. A cast member looks at the soloist, horrified—and bursts into flames. More cast members turn quickly into human torches, and the audience follows suit. (Dozens of people spontaneously combust each year, you know. It's just not widely reported.) Soon, the entire hall is in flames. Much of the audience manages to flee, but you remain to face this strange new evil. Why? Well, you're Aya Brea, a tough rookie in the NYPD, and you won't stand by and let some woman turn your city into a big ol' barbecue.

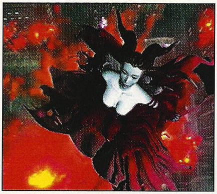
Thus begins Parasite Eve, an engrossing modern-day role-playing game that mixes some of the best elements of Resident Evil and Final Fantasy VII. The horrific scene that starts the game isn't by any means the most disturbing. In the course of the game you'll watch familiar creatures mutate into hideous monsters; you'll see people collapse into liquid as their squishy insides come bursting out their orifices; and you'll even get to see New York City terrorized by a walking pile of snot the size of the Statue of Liberty. Then some gross stuff happens.

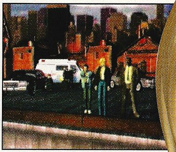
A distinguished lineage

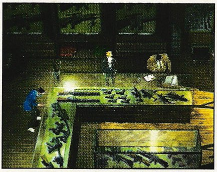
Using a modified version of the Final Fantasy VII engine, Parasite Eve testifies to its lineage with every excruciatingly detailed static environment. With the action set in modern-day New York, the developers took even greater care in presenting a realistic setting. Little details, like the mess on a police officer's desk (complete with yellow Post-its stuck to monitors) or the intricate stonework in Central Park, add realism that few games—including FFVII—have ever matched. In other words, the graphics are just plain gorgeous.

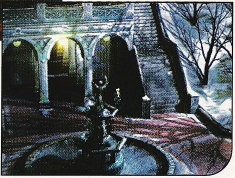
The music and sound deserve to be mentioned, as well. In addition to a cinematic musical score, PE includes some nice touches in the sound effect department, like footsteps that pan from side to side as characters cross the screen. And that's not even mentioning the truly sickening sounds that accompany the grisly cinemas.



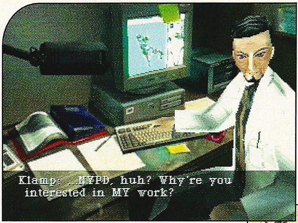


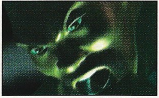




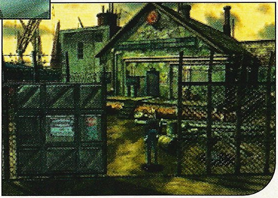


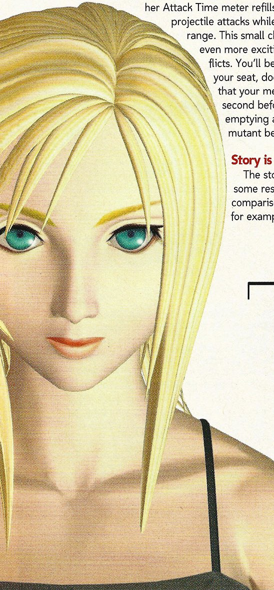
The environments in Parasite Eve are rendered in painstaking detail, and many reflect real-world locations. For example, recognize the fountain above? Think: Mel Gibson...give up? This was the area of New York's Central Park from which Mel and Renee Russo's son was abducted in Ransom. It's a lot spookier at night, no?





The frequent cinemas are one of the highlights of Parasite Eve. Occasionally so spooky as to be disturbing, they are directed in true Hollywood style. Although the human character animations could have used some work, and the detail could have been a bit more crisp, there's no denying that the cinemas play a central—and effective—role in the game.





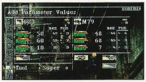
Furthermore, Parasite Eve manages to add a degree of action to FFVII's unique hybrid real-time/turn-based combat engine. Specifically, the main character is now able to move around as her Attack Time meter refills. This allows Aya to avoid projectile attacks while bringing enemies into range. This small change makes PE's battles even more exciting than FFVII's epic conflicts. You'll be perched on the edge of your seat, dodging attacks and praying that your meter refills just a split second before the enemy's, before emptying a clip into a slobbering mutant beast.

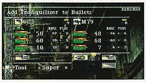
Story is everything

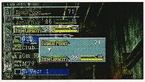
The story, although derivative in some respects (more than a couple comparisons can be drawn to *Akira*, for example), is interesting and nicely paced. The basic story is that human mitochondria, the tiny engines that produce energy within our cells, have been evolving at 10 times the rate of humans, are now sentient, and have decided to seek world domination. The main villainess, who calls herself "Eve" (*née* Melissa Pearce), is leading the revolution—or, more accurately, the evolution. It's up to Aya, the only human immune to Eve's incendiary presence, to defeat her and save humanity. Twists and turns abound, including a surprise relationship between Aya and Eve, which all help to make an intriguing story line.

Thankfully, the dialogue which serves to advance the story is reasonably well-written. With the exception of some awkward translation, the dialogue is gritty and real, and often just plain funny. Aya and her gruff partner Daniel read like characters from a better-than-average TV movie: a bit melodramatic, but not horribly so. (This is a nice surprise, considering the dialogue in FFVII was sometimes too poorly translated to be understandable.) Parasite Eve's dialogue is often accompanied by gestures and body language which could have been animated a bit better, but all in all the story side of the game is as enjoyable as the battle.

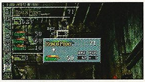
Killer Mods



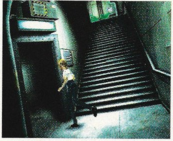


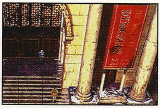


One of the most crucial elements in Parasite Eve is the ability to modify Aya's weapons, armor and attributes. Using tools, scattered sparsely through the game, players can transfer attributes from one piece of weaponry or armor to another. These include transferring all the Parameter Values (top left) or a single slot value (top center) to a new item. Once a value has been removed from a weapon or piece of armor, the old item is discarded. In similar fashion, players can use Bonus Points (accumulated each time Aya's level increases) to modify Aya's recharge time, item capacity (top right), and even each of the different attributes of any weapon or piece of armor (lower right). Every 100 Bonus Points translates to only one modifier point, however, and it takes several battles to advance a single level, so this type of modification is extremely time-consuming. Still, this level of control gives PE more options in character advancement than most RPGs.



The game sports a cinematic flair which is mostly effective, if sometimes a bit hokey. Tilted cameras (right) are a little too B-movie for me.





Yes, there is a dark side

Unfortunately, the game isn't quite deserving of unrestrained praise. First off, don't expect even the rudimentary puzzles found in the Resident Evil series. The game includes not a single puzzle I can think of, and that's defining "puzzle" as loosely as possible. For the most part, the game consists of chugging through a series of battles as the story moves on around you, pausing periodically to upgrade equipment and your character. This will no doubt prove irritating to those who expect more than an interactive horror/mystery film.

The game includes a few technical gaffes, as well. Most frustrating is the fact that the "hot spots" in the static background (i.e., areas in which the Action button triggers the few objects, like doors and chests, that Aya can manipulate) are often maddeningly small. This means that you can waste a good deal of time moving incrementally around a door or button or phone (the game's save points) before actually triggering the damned thing.

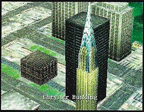
I touched on the character animations a bit earlier, as well. On the whole, these are pretty disappointing. The polygonal character models, although relatively interesting, are not terribly detailed. The inclusion of more believable animation would have made a world of difference. One particularly annoying feature was Aya's running animation. She starts out clad in a slinky black evening gown, but spends the entire game running as though she's still wearing that dress. In other words, she moves like an overdressed girl—not like the tough, capable cop she's supposed to be.

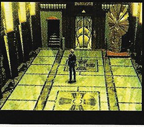
The bottom line

Parasite Eve had originally drawn some flak from overeager importers for being too short. At 15-plus hours to complete the first time through, plus a 77-level bonus area, I found these criticisms to be largely unfounded. The biggest problem as I see it is the lack of any cerebral challenge whatsoever. But if you accept that and let yourself get drawn into the compelling story, you should find the game every bit as intriguing—and entertaining—as I did. That is, as long as you don't have a problem with giant, walking piles of snot.

—Joe Rybicki

EXtra Mode





Spoiler Alert!—You've been warned. Upon the first completion of Parasite Eve, you will be rewarded with something called EX Mode. At first, it may seem as though you've just restarted the game with some more difficult enemies. But check your inventory and you'll find that you're equipped with the most powerful weapon and armor you had at the end of the last game. Not only that, but the first time you head out into New York you'll notice that you now have access to the Chrysler Building—but don't even think about heading over there until at least the fourth or fifth day; the building consists of a whopping 77 randomly generated levels populated with some of the nastiest beasts found in the game. You'll want to give it a try, anyway; if you head over there after Aya has grown in power, plow through all 77 levels and beat the final, incredibly difficult Boss, you'll be rewarded with an entirely new ending! Good luck...

Box Score

Pros

- Beautiful graphics
- Nicely interesting story
- Surprisingly capable writing and translation
- Lots of ways to advance your character
- Bonus EX Mode
- Well-balanced difficulty

Cons

- No puzzles whatsoever
- Tiny "hot spots"
- Poor character animations

"You're Aya Brea, a tough rookie in the NYPD, and you won't stand by and let some woman turn your city into a big ol' barbecue."

Official U.S. PlayStation Magazine

● ● ● ● ○

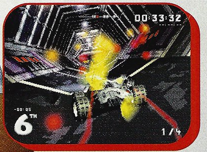
Rating

S.C.A.R.S

Hairdoo ala Turbo
Acute Retinal Burning (just an excuse to wear rad shades)
Lock-Jaw
Dislocated shoulder
Wears "standard issue" race gear 24 hours a day
Ubi Soft ENTERTAINMENT
Blistered Raw Nub
S.C.A.R.S Elbow (Tendonitis)

01:22:88
6TH
1/4

00:45:56
8TH
1/4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6TH
1/4

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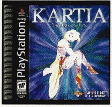
Developer	RD1
Publisher	Atlus
Genre	RPG



1 or 2 Players

Memory Card 2 blocks

Doll Miles
8
94
HP
Common Miles

PlayStation

Kartia

The chess of the next millennium?

It's not hard to see why strategy role-playing games have become so popular. The best of them take a familiar genre and add to it enough careful strategy to create a style of game that may well be the chess of the next millennium.

Kartia (pronounced CAR-tee-uh) is one of the most interesting of these. From its graphic style to its fundamentals of gameplay, the game boasts enough fresh ideas to make it one engrossing title.

First off, you'll notice that the graphic style is a bit off the beaten path. With characters and artwork designed by Yoshitaka Amano, the character designer for Final Fantasy I-VI, Kartia is extremely stylish. And, although still quite Japanese, the graphics are much less "cutesy" (or *kawai,* if you prefer) than the majority of other games of the genre.

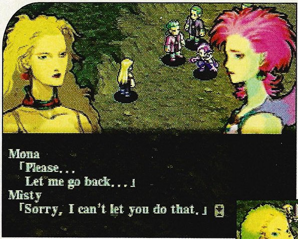
But the gameplay is where Kartia really shines. The battles are deceptively simple; characters use only three different types of weapons, and only three different types of armor. Certain players can create "Phantoms," magical allies to aid in battle, but again only three basic types of these are present, although in varying strengths.

What makes the battles so interesting, however, is the way in which these seemingly simple elements interact. The three phantom types, for example, are ranked in a "Rock, Paper, Scissors" fashion, which modifies attack and defense when they clash. And each of the three weapon and armor types is suited to a particular terrain orientation. An axe, for example, does more damage when attacking from above, while a helmet offers more protection against an attack from higher ground. The only elements of battle that turned me off a bit were the relative weakness of magic and the somewhat boring environments—oh, and the battles can get *very* long, which isn't really all that bad.

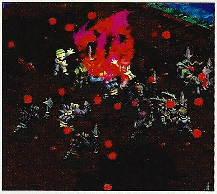
The inclusion of a two-player Vs. Mode, which simply puts a human on either side of the battlefield, is icing on an already tasty cake. Simple and addictive, Kartia comes highly recommended.

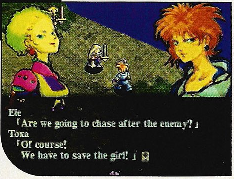
—Joe Rybicki

Between the battles that advance the nicely detailed story, players can choose to battle in the Arena (above). Although losing in the Arena won't end your game, winning can provide your characters with new weapons and abilities not to be found elsewhere.



Mona
「Please...
Let me go back...」
Misty
「Sorry, I can't let you do that.」





Ele
「Are we going to chase after the enemy?」
Toxa
「Of course!
We have to save the girl!」

Old-school RPG fans will no doubt recognize the uniquely gaunt character style of Amano's early Final Fantasy artwork. With this unusual graphic style (above), Kartia is as much a pleasure to watch as it is to play.

Box Score

Pros

- Battles are complex, but easy to understand
- Great, unusual graphics
- Vs. Mode
- Great music and sound
- Decent story

Cons

- Relatively weak magic
- Somewhat boring environments
- Some weak translation
- Long battles

"A two-player Vs. Mode is icing on an already tasty cake. Simple and addictive, Kartia comes highly recommended."

Official U.S. PlayStation Magazine

● ● ● ● ○

Rating

"SUPER ADDICTIVE TWO-PLAYER COMBAT"
—videogames.com

Reptilicus
Tesla Lord
Prana Devil
Killcycle

Join an epic 2-player struggle where only the fittest survive. Your objective? Utter annihilation. Your tactics? Outwit and outmaneuver your enemy. Then engage in fierce real-time 3D battles. The outcome? Absolute destruction.

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RATING PENDING RP CONTENT RATED BY ESRB

1or2 Players

PC CD-ROM

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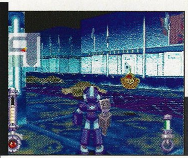
Developer	Capcom
Publisher	Capcom
Genre	Action/Adventure

PlayStation
MEGA MAN LEGENDS
CAPCOM

1 Player
Memory Card 1 block

Mega Man Legends



Capcom's hero rocks into the third dimension

One common complaint you hear whenever a new Mega Man game is released is that it is too much like the previous version. Sure, there may be some new weapons and some crazy new robots to fight, but the classic Mega Man gameplay is always intact. With their latest Mega Man release, Capcom has taken a bold turn with their long-running series by transplanting Mega Man into a 3D world. Luckily, it worked out well.

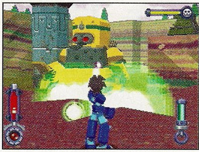
In addition to the new 3D environment, there is a new story line as well. In this one, Mega Man must try to defeat a group of pirates who are after a legendary treasure. The game maintains the Mega Man tradition of blasting robots and earning new weapons, but adds strong adventure and RPG elements to make the game play unlike any other Mega Man game before it. Between the many mazes, dungeons and impressive Boss battles, you will find yourself wandering through towns, talking to civilians and purchasing weapon upgrades. There is some speech within the game, and it's of a much higher quality than those heard in the other U.S. Mega Man games.

The main problem with Legends is that the control is a bit unresponsive at first. Also, the unintelligent camera remains a pain throughout the game as it constantly needs adjusting. Strangely enough, there isn't any analog support. That alone would have improved the control drastically.

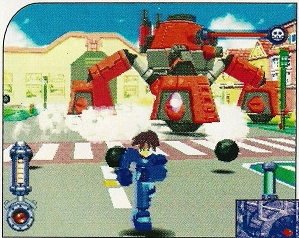
Despite the minor control issues, Mega Man Legends is still tons of fun. The new characters are great, especially your monkey pal, Data, who gives you tips during the game and the army of enemy soldiers who look like those little Lego people. The story is also a lot more involved than those in the previous Mega Man installments.

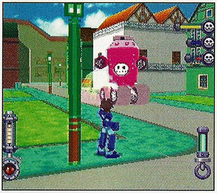
Fans of the Mega Man series should not be disappointed with Legends. It's just what a 3D Mega Man game should be. I just hope this doesn't mark the end of Mega Man's 2D career.

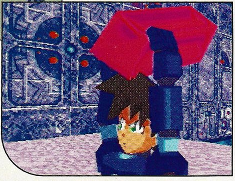
—Phil Theobald



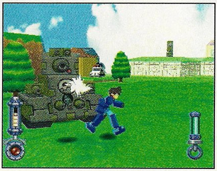
Forget about those little guys like Metal Man and Sword Man. The Bosses in Mega Man Legends are huge! As an added challenge, they often require something more than just flat-out blasting to defeat. It'll take a little more strategy and skill to take these guys down.







Every now and again, the game will cut to a real-time cinema to advance the plot. These scenes look great and add a lot to the story. Plus, since they use the game's graphics, the whole thing blends together.



Box Score

Pros

- It's Mega Man in 3D!
- Adventure and RPG elements spice up gameplay
- Data, the monkey, and his crazy monkey dance

Cons

- Sluggish control (where's the analog support?)
- Difficult to change camera angles during battle
- Some bland textures

"Fans of the Mega Man series should not be disappointed with Legends. It's just what a 3D Mega Man game should be."

Official U.S. PlayStation Magazine

●●●●○

Rating

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Virgin INTERactive

actual in-game character shots

Sadistic four-player fighting

thrill kill™

Coming Fall 1998

"Most disturbingh game: Thrill Kill."
-CGW

"Most anti-social game: Thrill Kill."
-Entertainment Weekly

RATING PENDING
RP
CONTENT RATED BY
ESRB

PlayStation ®

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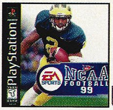
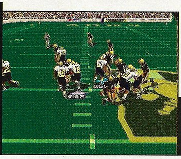
Developer Tiburon
Publisher Electronic Arts
Genre Sports/Racing



1~8 Players
Memory Card 1~13 blocks
Analog Controller Compatible

NCAA Football 99



EA makes the best college football game yet

Until now, EA's college sports games have always been a pale shell of their professional counterparts. This year, EA gave NCAA Football 99 its own development team and pool of resources in hopes that the franchise would come into its own. Oh, has it ever.

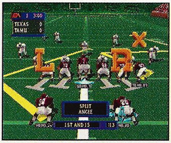
NCAA 99 has every option a college football fan could ever want—and more. There are offensive and defensive play editors, team-specific playbooks, a Dynasty Mode (where you must recruit players and compensate for those leaving early for a draft) and a feature for beginners that even draws out the play in front of you on the field at the touch of a button. Just about every college team is included in the game, and many of their specific fight songs are played, provided you're on their home field. And that's only a sampling of this game's depth.

Now you might be thinking, "What are features without gameplay?" Don't worry. NCAA Football is a finely tuned football game that plays fast and smoothly, even though it sports great-looking 3D graphics. But you wouldn't easily guess that the players are polygonal because they are devoid of rough, blocky edges, thanks to some great player models and detailed textures that make the player's uniforms look authentic. Additionally, a variety of great animations (such as wrap-tackles, varied low, high and one-handed catches) bring these impressive-looking players to life.

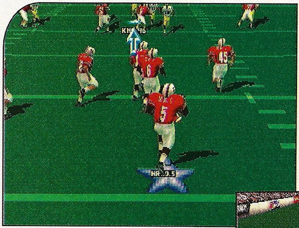
But there's something else that breathes life into them as well, and that's the game's artificial intelligence. While NCAA 99's AI isn't remotely perfect, it looks like it was designed by a rocket scientist when compared to last year's NCAA game. You'll have to think more about the plays you call, and how to get receivers open for the catch. The offensive play editor is sure to put this facet of the game to the test (we've made one money play), but on balance, NCAA's brains prove to be a worthy opponent.

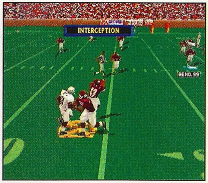
With such massive improvements to its graphics, gameplay and features, NCAA Football 99 is now the college pigskin game to beat. In fact, it is the best one ever made.

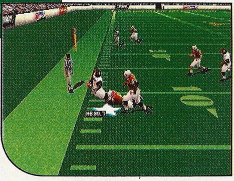
—Kraig Kujawa

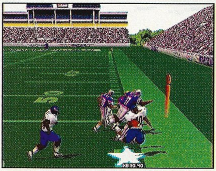


NCAA helps beginners get into the game by providing learning aides such as on-field play diagrams (above).









This player's legs are gonna be pretty sore after this tackle. Maybe so much so that he'll get injured and miss a few games (above).

Box Score

Pros
- Unbelievable amount of features and options
- Great 3D graphics
- Very good artificial intelligence makes the game challenging

Cons
- Frame-rate could be a tad quicker

"NCAA has every option a college football fan could ever want—and more."

Official U.S. PlayStation Magazine
●●●●◐
Rating

TEEN
T
CONTENT RATED BY
ESRB

VAN RAILY
LOU RIGHE

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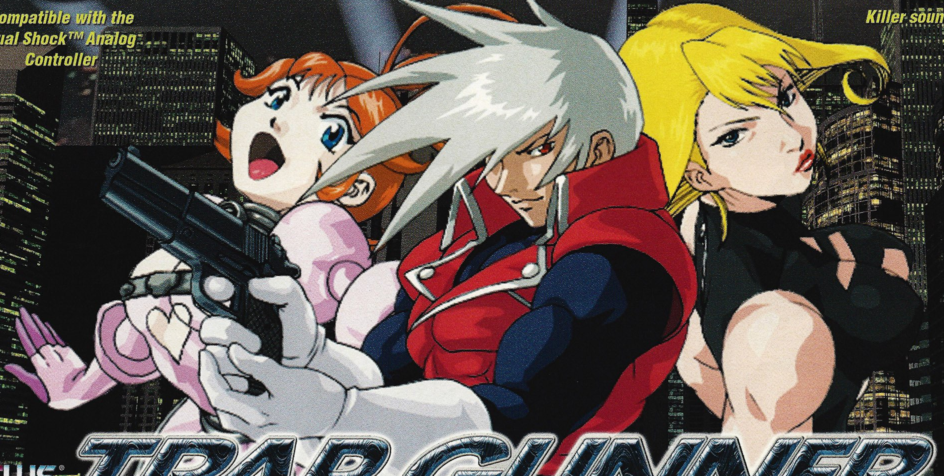

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TRAP GUNNER™

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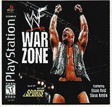
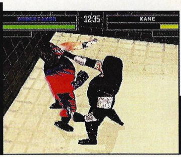
Developer Iguana
Publisher Acclaim
Genre Action/Adventure



1~4 Players
Memory Card 2 blocks

WWF War Zone



PlayStation

Fun for one, more for four

WWF War Zone shows how a simple concept like "beat your friends into bloody pulps" can still be fun today. Sure we've had four-player wrestling games before, but War Zone manages to up the ante with a great overall package.

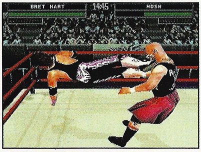
The bright points in the game are immediately obvious. First off, War Zone shows off some fantastic graphics. The frame-rate is silky smooth, without too much loss of speedy gameplay that is commonly sacrificed in other animation-heavy games (like Perfect Weapon or Time Commando, for example).

War Zone also comes with just about every mode you'll need in a wrestling game (except Royal Rumble). With tag team, tornado, cage, weapon matches and more, you won't tire of this game anytime soon. All of these games are especially fun if you have a multitap and three friends who'd love to wrestle you without actually physically touching you. Whether it's two-on-two or a free-for-all brawl, you'll find that WWF War Zone is one of the best four-player PlayStation games around (although admittedly, there aren't very many out there).

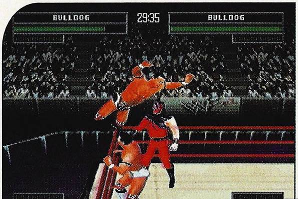
But if that weren't enough, the game also has a create-your-own-wrestler feature. It may sound a bit silly, maybe even childish...but darnit, making your own wrestler is a lot of fun (you'll have to play it to understand). You can make a little twerp in tights (think Lamar from *Revenge of the Nerds*) or a giant mass of a freakshow (think Roseanne from *Roseanne*). You might find yourself spending more time dressing up various wrestlers than actually playing the game itself!

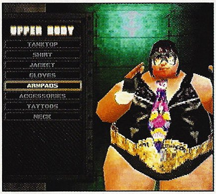
If you're looking for a fun multiplayer game that looks great and is easy to get into (none of the moves are too difficult to perform), give WWF War Zone a try, even if you're not a big fan of this "sport." It's almost guaranteed this game, with the ridiculous characters you can create and the realistic moves you can pull off, will have you rolling around with your friends in laughter (that's a good thing).

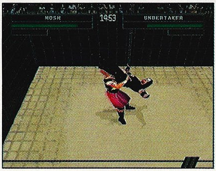
—Dan Hsu

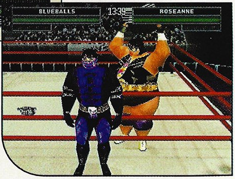


(above) Why is WCW friend Bret Hart in a WWF game? Because when Acclaim first signed the licensing agreement months and months ago, he was still with the WWF. No one ever said the video game industry is a timely one.









(above) Watch out Mr. Blueballs! Big television personality Roseanne is about to smash a TV set over your unsuspecting head.

Box Score

Pros

- Incredible animations
- Lots of moves and modes of play
- Create your own man-in-tights!

Cons

- Sluggish controls
- Too easy to block attacks

"If you're looking for a fun multiplayer game that looks great and is easy to get into, give WWF War Zone a try..."

Official U.S. PlayStation Magazine

● ● ● ● ○

Rating

For those of you who can't make it to France this summer
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CONTENT RATED BY ESRB
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Shen
PSYGNOSIS

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- Extensive 10,000-player database
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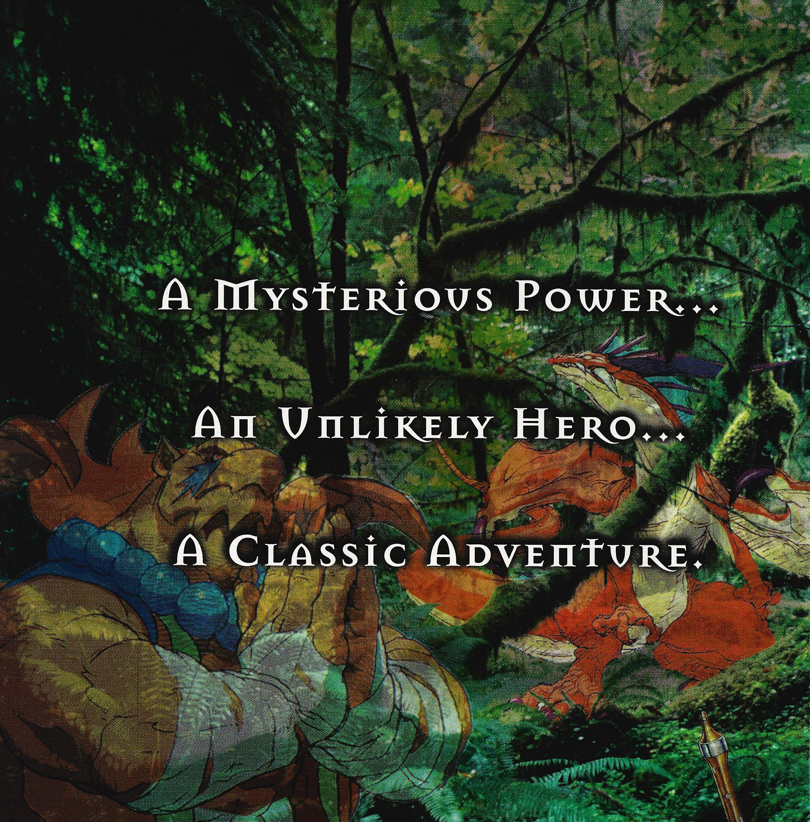
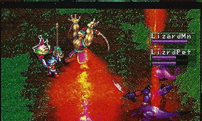
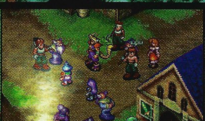
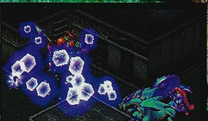

A Mysterious Power...
An Unlikely Hero...
A Classic Adventure.


LizardMn
LizrdPet
Garr AP 2 HP 104
Ryu AP 60 HP 87
Peco AP 21 HP 59

Unleash the power of *Fire Blast* and 50 other spectacular magic spells.

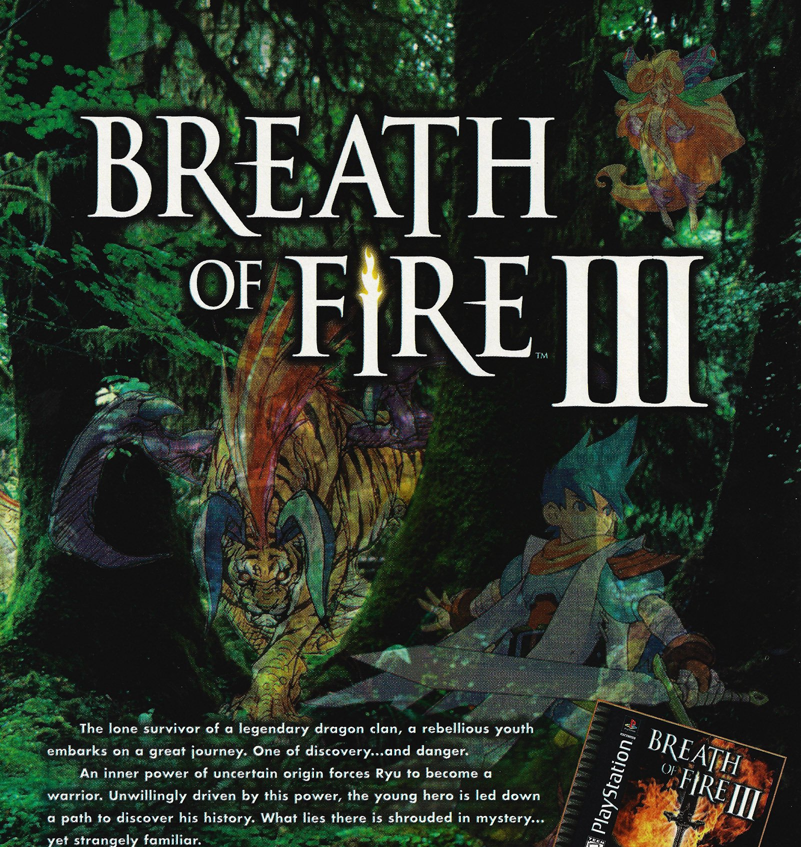


Choose your allies well. Gain experience and master the skills needed to survive in this epic 3-D world.


Flyman
Ryu AP 60 HP 244
Peco AP 34 HP 106
Momo AP 76 HP 94

Release the dragons inside...transform into many different forms, each with unique special abilities.

BREATH OF FIRE™ III



The lone survivor of a legendary dragon clan, a rebellious youth embarks on a great journey. One of discovery...and danger.

An inner power of uncertain origin forces Ryu to become a warrior. Unwillingly driven by this power, the young hero is led down a path to discover his history. What lies there is shrouded in mystery... yet strangely familiar.

Now you possess the power to control his destiny...and yours.

TEEN
T
AGES 13+
CONTENT RATED BY
ESRB

PlayStation™

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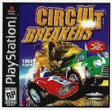


1-4 Players

Memory Card 1 block

Analog Controller Compatible

Developer	Supersonic
Publisher	Mindscape
Genre	Sports/Racing

Circuit Breakers

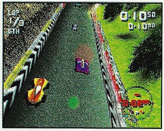
Reasonably fun, but relatively flawed

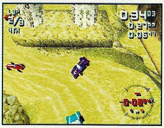
Circuit Breakers is a mixed bag. On the one hand, the atmosphere and theme are quite wacky and fun. On the other hand, the game, fundamentally, isn't. Allow me to explain.

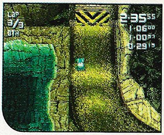
It's not hard to see why Circuit Breakers draws comparisons to Micro Machines V3. The games are indeed similar, from the inclusion of land and water tracks down to the almost shamefully similar Multiplayer Mode. Now, this isn't necessarily a bad thing; Micro Machines is an extremely enjoyable game. But unfortunately, while Circuit Breakers' most basic tracks are pretty entertaining, the more advanced tracks can get terribly frustrating. Part of the problem is the incomprehensible inclusion of little projections along the edges of nearly every course, which will bring your vehicle to a standstill and throw you into last place in a hurry. Furthermore, the slightest deviation from the prescribed course causes your vehicle to explode. At least in Micro Machines you had a chance of re-entering the track safely. Add to this the poorly-implemented camera, which shows far too little of the track ahead for my taste, and you've got a game which often proves more frustrating than fun.

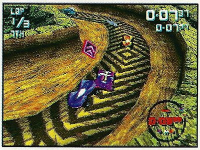
Now, some of the courses are actually quite fun, but on the whole the game is pretty hit-or-miss. Rent it to see if it scores with you.

—Joe Rybicki









Tight turns like this one are fine as long as a track barrier is present. Far too often, though, you'll find yourself hurtling off into space—and last place.

Box Score

Pros	Cons
• Some enjoyable track design • Fantastic music • OK graphics • Multiplay is as fun as Micro Machines	• Most track design is poor • Bad use of camera • Irritating trackside projections

● ● ● ○ ○

OPM Rating

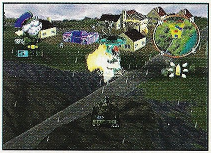
PlayStation
WARGAMES

1 or 2 Players

Memory Card 1~6 blocks

Analog Controller Compatible

Developer	MGM Interactive
Publisher	MGM Interactive
Genre	Action/Adventure



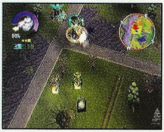
Using terrain to your advantage can let you destroy enemies unscathed.

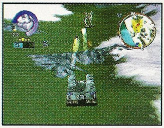
Box Score

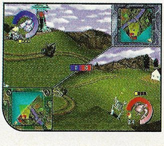
Pros	Cons
• Lots of play modes • Solid 3D Graphics • Loads of missions	• Stupid License • Some of the artificial intelligence is flawed.

● ● ● ● ○

OPM Rating







WarGames: Defcon 1

Stupid license, great game

This game should win MGM an award for the most frivolous use of a movie license. It has very little to do with the classic movie except that the enemy is called W.O.P.R. and the game involves the subject of war. Nevertheless, I like WarGames: Defcon 1. It shows that good gameplay supercedes a license, good or bad.

If you've played Return Fire, you'll warm right up to WarGames. Basically, the game gives you a bunch of different tanks, robots, helicopters and other vehicles, and offers missions as an excuse to blow things to bits. There are mild doses of strategy that prevent you from running around like a madman, however. Sometimes you'll need to use a wimpy jeep to scout and mow down some infantry, bring in heavy armor to punch a hole in defenses, or a troop carrier to rescue some hostages. You can even issue simple orders to other combatants in your army.

Suffice to say, the gameplay is pretty fun, and you can play the game from NORAD's or W.O.P.R.'s side. Each has its own type of units and different sets of missions. Moreover, you and a friend can cooperatively play the game or have it out via a split-screen in a Deathmatch or Capture the Flare battle. With all of these features, WarGames has plenty of depth to complement its engaging gameplay. *—Kraig Kujawa*

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2P START BUTTON
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CAPTURE BALL
CREDIT 4

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RATING PENDING RP ESRB

PlayStation

Tactics Ogre

A deep, but plain-looking RPG

Developer	Quest
Publisher	Atlus
Genre	RPG

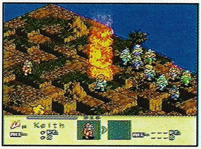
1 or 2 Players

Memory Card 1 block

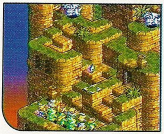
Originally developed by Quest (the team responsible for Final Fantasy Tactics), Tactics Ogre is the sequel to Atlus' recently released strategy RPG Ogre Battle. Unlike Ogre Battle, which initially saw a limited run on the SNES, Tactics Ogre was never released in the United States.

Anyone familiar with FF Tactics will feel right at home with Tactics Ogre, whose interface and battle-system are basically the same. Among the differences (and some might say, improvements) is that you can have up to 10 characters on screen at the same time, as opposed to FF Tactics, which only let you field five characters. There are also up to eight different endings available depending on how you finish the game and when this is coupled with the substantial amount of secrets to find, Tactics Ogre offers more replay value than many other strategy-RPGs.

The game isn't without its limitations, however. TO's backgrounds are fixed and thus cannot tilt and rotate as in FF Tactics, thereby, at times, obscuring certain onscreen characters. As you might expect, this can be quite an annoyance during battle. Also the 16-Bit graphics may discourage those used to 32-Bit pyrotechnics. Graphics aren't the most important thing, and those looking for a quality adventure, strategy or otherwise, would do well to check out this classic RPG. *—James Meilke*



Epic confrontations are the norm as more than 20 combatants can appear on screen at once.



Box Score

Pros	Cons
Easy-to-follow story line	Backgrounds don't rotate/tilt
Large variety of characters	Graphics are dated
Huge quest with up to eight endings	No significant improvements over original

● ● ● ◐ ○

OPM Rating

C: The Contra Adventure

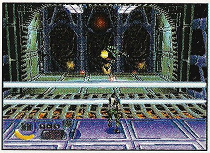
The sad decline of the series continues

Developer	Appaloosa
Publisher	Konami
Genre	Action/Adventure

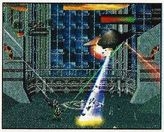
1 Player

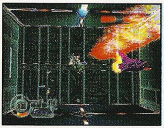
Memory Card 1 block

Analog Controller Compatible



We mentioned red flashing things, and there's one right there!





I remember when having the name Contra on a game meant that it would be a great, side-scrolling shooter where you could have fun blasting lots of aliens and cool, red flashing things. Well, the best thing I can say about the Contra Adventure is that at least it has red flashing things.

This is one of the most messily designed games I've run across in awhile. Apparently, the developers of the game couldn't decide how they wanted to present the Contra Adventure, so they threw together a game that has some classic (but flawed) 2D gameplay, a bunch of boring Tomb Raider-esque levels, and some weird weightless level that is beyond annoying. Sure, if they were done well I may have lavished praise on the game's diversity, but that is clearly not the case. This game is ridiculously unbalanced from the power of each weapon and where they are placed to the difficulty of the levels. Clearly, this isn't Contra caliber gameplay we're talking about here.

Unfortunately, the graphics and sound aren't much better either. I prefer many of the SNES' Contra III graphics to the shoddy visuals and music offered up here. We've heard that the next Contra game will be developed in Japan. With the mess that this game turned out to be, we can only hope that those rumors turn out to be true. *—Kraig Kujawa*

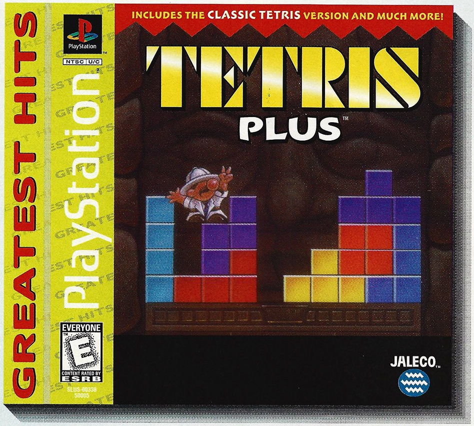
Box Score

Pros	Cons
Has a couple 2D levels	Unbalanced gameplay
	Lame visuals
	No Two-player Mode

● ◐ ○ ○ ○

OPM Rating

The game you love to play, now at a price you'll love to pay.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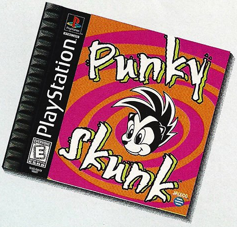
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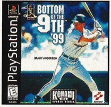
Developer	Konami
Publisher	Konami
Genre	Sports/Racing

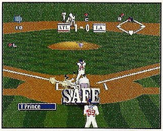


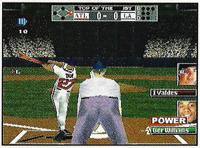
1 or 2 Players

Memory Card 1 block

MLBPA Bottom of the 9th '99

Lacks more than just a license



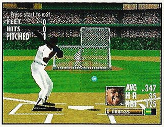


Thanks to skillful texture-mapping, Bottom of the Ninth '99 has, by far, the best shot of an umpire's ass in a baseball game.

Konami's mediocre PlayStation baseball games have always played catch-up with everyone else, and this one is no different. Because of its paltry list of features and options, Bottom of the Ninth '99 is an incomplete baseball game, even though it is the best one of the series.

The one piece of good (and very important) news is that the game plays pretty well. The 3D player graphics are very undetailed, but the upside of this is that the game moves quite smoothly at a brisk frame-rate. On occasion there are some weird animation glitches and some very minor slowdown (I can't fathom why), but neither occur enough to hurt the gameplay badly. Also, the game control is very tight, responsive and easy to learn. You'll definitely feel like you're in total control of the action.

But beyond the good gameplay, BotN '99 suffers. The atmosphere of the game is boring, the menus are ugly, and the lack of features is staggering. There is little in this game to sink your teeth into, and not having the MLB team license is a pretty big omission. As a result, the only gamers to whom I can recommend this game are very casual fans who want to play a game once in a while. Any hardcore baseball nut will be incredibly disappointed by this game's glaring omissions. ***—Kraig Kujawa***



TOP OF THE 1ST
HOU 0 - 0 CIN
POWER

Box Score

Pros	Cons
Tight control	No MLB team license
Brisk, fun gameplay	Ugly, ugly, ugly menus
	Laughable list of features

● ● ● ◐ ○

OPM Rating

Developer	Pixelogic
Publisher	Interplay
Genre	Action/Adventure

PlayStation
CRIME KILLER
60

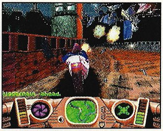
1 or 2 Players

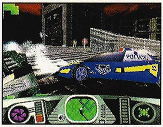
Memory Card 1~6 blocks

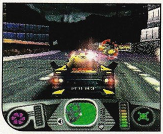
Crime Killer

It's Chase H.Q. in 3D, only not as good

Lots of special light-sourcing effects and silky-smooth frame-rate didn't manage to make Crime Killer a top-notch game.







If video games have taught me anything, it's that the future is a very dangerous place. Crime Killer, a futuristic combat racer from Interplay, only confirms this. You play as a rookie officer in a corporate-funded urban police force. Serving as both judge and jury, you patrol the crime-ridden streets of an unnamed city, destroying vehicles for the slightest infractions, including parking violations. (And you thought "the boot" was harsh...)

As you progress through the game's 15 levels, you get to pilot three unique (if not imaginatively titled) killing machines—Car, Bike and Wing—each with its own handling characteristics and weaponry. Crime Killer's powerful 3D engine, developed by U.K.-based Pixelogic, flies at a brisk 60fps, effortlessly generating all the obligatory lighting effects—lens flare; semi-transparent smoke; colored, directional lighting; etc.—you'd expect to see in a futuristic "Euro" title. (You've been feeding us this stuff since WipeOut, guys. Get over it.)

On the downside, driving around blowing stuff up in the long, mission-based levels gets monotonous surprisingly fast. Enemy AI is appallingly bad (the bad guys "escape" by driving around in a circle!), allowing Crime Killer's gorgeous game engine to go largely to waste. This one could have (and should have) been better.

—Gary Mollohan

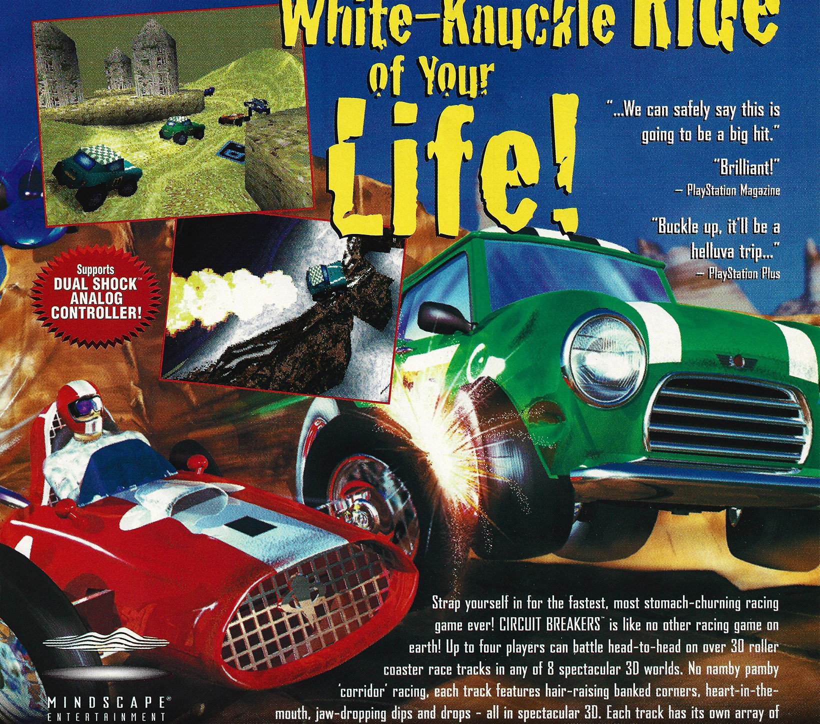
Box Score

Pros	Cons
Silky smooth, 60fps action	Too much civilian traffic
Great vehicle control and physics	Weak enemy AI
Three different vehicles	Lengthy, monotonous levels

● ● ● ○ ○

OPM Rating

The Dirty-Driving, White-Knuckle Ride of Your Life!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"Brilliant!"
— PlayStation Magazine

"Buckle up, it'll be a helluva trip..."
— PlayStation Plus

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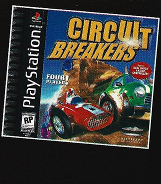

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to get your social life back.

We drop the
bombshell
on you again.

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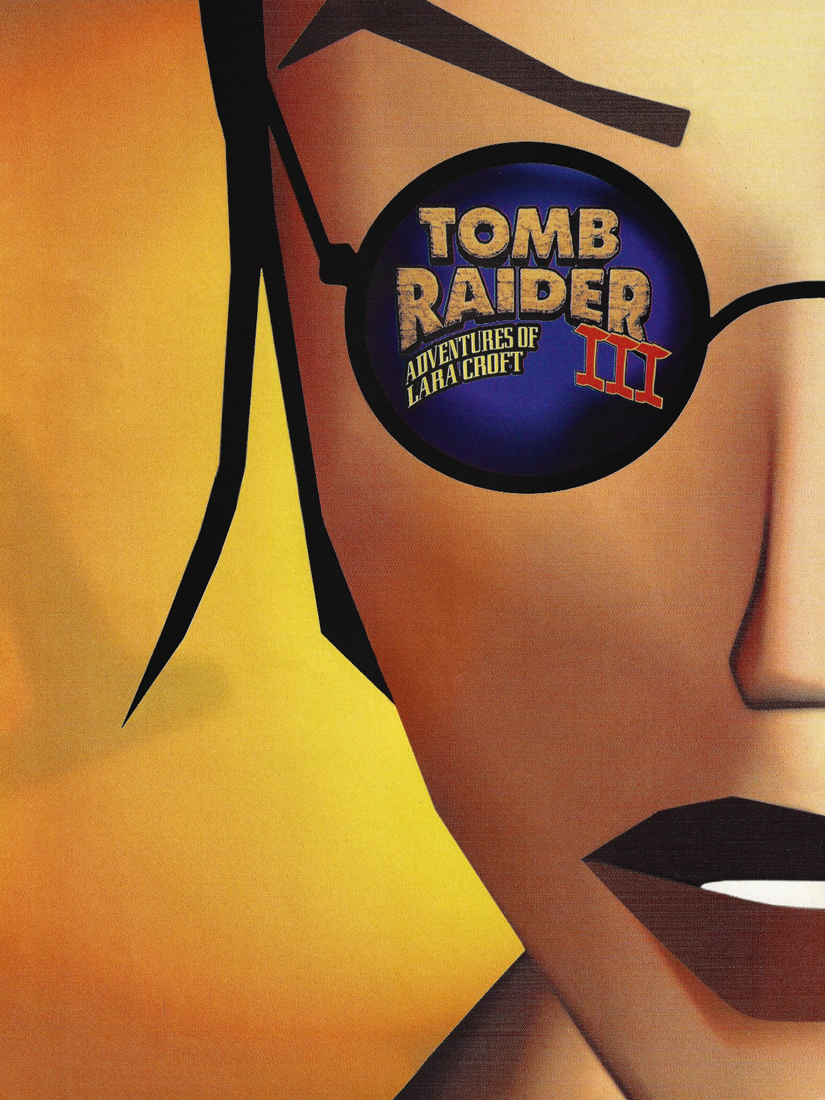
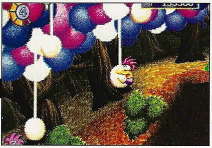

TOMB RAIDER III
ADVENTURES OF LARA CROFT

Review Recap

A roundup of the most notable games of recent months


Tomba!

Ace Combat 2

The sequel to Namco's hit game of airborne combat introduces advanced enemy fighter plane artificial intelligence as well as a host of new missions. With an array of distinct aircraft to earn, this is easily the PlayStation's best game of air-to-air fighter combat.

OPM Rating ●●●●●

Castlevania: SotN

The latest installment in the venerable Castlevania series has been hailed by many as the best game of 1997. Castlevania offers some of the best platform/adventure/RPG action on any system, with beautiful graphics, enthralling gameplay and three separate endings to boot. Castlevania: Symphony of the Night is a must-have for any gamer.

OPM Rating ●●●●●

Colony Wars

Psygnosis' game of space combat has wowed players and viewers alike from its earliest stages of development. Spiced with some of the greatest graphics of any PlayStation title yet, its gripping space saga is enhanced by great controls and a relatively non-linear story line. The story isn't exactly high art, but the hair-trigger controls put most other games of space combat to shame.

OPM Rating ●●●●●

Crash Bandicoot 2

Naughty Dog and Universal took criticisms of the first Crash to heart when designing the sequel. Although still very similar to the original, Crash 2 is more user-friendly, less linear, more honest in its challenges and more impressive graphically. An all-around great platformer. We're all looking forward to seeing what they do for Crash 3!

OPM Rating ●●●●●

Dead or Alive

Tecmo has produced one surprisingly excellent fighter with Dead or Alive. The game has tons of moves, lightning-fast controls and a hyperactive move-reversal system that never lets any one player dominate the match. Add a quick-dodge Evade button, and you've got one fast and furious fighter. Yes, the animation on the female fighters is ridiculous, and no, it's not politically correct, but it is one superb game.

OPM Rating ●●●●◐

Final Fantasy VII

The most hyped RPG ever makes good on its promise with superlative graphics, a solid game engine and an amazing story. Complaints of the game's initial linearity are squashed under its overwhelming merits. This game has already redefined the RPG genre. Enough said.

OPM Rating ●●●●●

Forsaken

The new Descent-style 360-degree corridor shooter from Acclaim has raised more than a few eyebrows with its stunning high-res graphics. There's nothing terribly revolutionary about it, but what the game does, it does well. Intelligent enemies and an extensive control scheme allow for a great deal of challenge, and a Two-player Deathmatch Mode keeps things interesting.

OPM Rating ●●●●○

Gran Turismo

If you haven't played Gran Turismo yet, you're missing out on something. Specifically, you're missing out on the greatest racing game yet to arrive on any system. Want to jump right into a fast and furious race? Arcade Mode is just your thing. Care for more of a realistic simulation experience? GT Mode will have you spending hours in front of your TV trying to shave milliseconds off of your score. With 166 different cars, you even stand a good chance of driving your own model! Don't miss this game.

OPM Rating ●●●●●

Grand Theft Auto

This is one game that's been stirring up controversy on both sides of the Atlantic. You play the role of freelance gangster, stealing cars and performing various other highly illegal activities. What's surprising is that, in spite of the sickening graphics, shallow missions and morally reprehensible premise, the game can actually be a blast to play. It's worth a rental, at least.

OPM Rating ●●◐○○

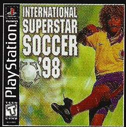
Hot Shots Golf

SCEA's whimsical golf game is a good place to start if you have no idea how to play golf. The game takes care of all the mundane details for you, leaving you free to enjoy the thrill of a hole-in-one. Hidden players and other goodies, as well as a full (and tough) miniature golf course, add challenge and replayability. It's simple and addictive.

OPM Rating ●●●●○

recap pick of the month

International Superstar Soccer '98



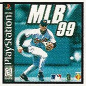
Just in time for the World Cup, Konami released ISS '98, a game that makes a number of significant improvements to the engine of their previous soccer title, Goal Storm '97. Wonderfully responsive controls are the highlight of this one, but don't let that overshadow the extremely smooth, lifelike animations (it seems that every other soccer title recently has been plagued by poor animation and/or low frame-rate) and realistic player models.

The game does suffer from a few problems, including poor weather effects and less-than-inspiring commentary. Even more notable is the lack of a World Cup license, licenses being something Konami seems to find less important than other developers of sports titles. But these are minor details which barely affect this truly exceptional game. It's easily the best PlayStation soccer title yet.

1-6
2nd42:03
KONAMI
Ziedel
Nakada

OPM Rating ●●●●◐

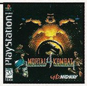
MLB 99



So far, this is the best baseball game available for the PlayStation. Great graphics, detailed players and lots of helpful options keep MLB 99 at the top of its game. There are some problems in AI, but they don't tarnish the game too much.

OPM Rating ●●●●○

Mortal Kombat 4



The newest addition to the MK saga is a surprisingly adequate port of a very high-performance arcade game. The inclusion of free-roaming arenas and the ability to pick up weapons add some much-needed innovation to the aged series. Some unresponsive controls mar the experience, as does the frequent disc access. Nevertheless, it's a solid addition for any MK fan.

OPM Rating ●●●◐○

NFL Xtreme

Let's put it nicely. Let's say this game is "strikingly similar" to Midway's smash arcade hit NFL Blitz. Unfortunately, Xtreme tries for some more conventional simulation features and ends up falling on its face. It falls somewhere between GameDay 98 and Blitz on the realism scale, and a good deal beneath both on the entertainment scale. Pass on this one.

OPM Rating ●●○○○

Road Rash 3D

This update to the classic arcade game is most crippled by the fact that it includes no Two-player Mode. But huge tracks, a great soundtrack and the trademark ultraviolent Road Rash style make this one at least worth a look, especially for fans of the previous games.

OPM Rating ●●●○○

SaGa Frontier

There is such a thing as being too non-linear, as evidenced by the unfocused collection of stories that makes up SaGa Frontier. Nevertheless, the beautiful backgrounds, an unusual battle system and a lighthearted feel should appeal to RPG-hungry fans with a lot of time on their hands.

OPM Rating ●●●◐○

San Francisco Rush

Midway's high-flying arcade racer leaps onto the PlayStation, with less than spectacular results. The frame-rate is low and the graphics are grainy, but the track design has always been the real star of the SF Rush show, and the tracks are completely intact. It's a guilty pleasure.

OPM Rating ●●●○○

Soul Blade

As far as weapons-based fighters go, they don't come much better than this. Although the combat itself might seem a bit on the simple side for those accustomed to Tekken, a host of options not found in the arcade version offer a whole lot of replayability. All this and great characters, too. It's well worth the new Greatest Hits price, and then some!

OPM Rating ●●●●◐

Tekken 2

Fighting fans who can't afford to pick up Tekken 3 can do almost as well by snagging a Greatest Hits copy of Tekken 2. It's still one of the most difficult fighting games to master, and yet is simple enough that a newcomer can do well on the first try. No, there are no secret modes, but the engine can get even faster than Tekken 3!

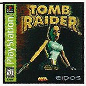
OPM Rating ●●●●◐

Tekken 3

This game takes the superb engine of Tekken 2 and adds some truly unique new characters, two extra play modes and even more impressive graphics to arrive at what is simply the greatest fighter ever. Just check out Eddy Gordo's moves if you need proof. How will they ever top it?

OPM Rating ●●●●●

Tomb Raider



The game that started Lara Croft's reign as *the* video diva still provides an impressive gaming experience. Huge, moody levels keep the tension levels high between battles. Only a weak save system mars this Greatest Hit.

OPM Rating ●●●●○

Tomba!

The platform veterans at Whoopee Camp have come up with an entertaining, and surprisingly deep, platform-based adventure that in some places could even be called an RPG. Over 130 mini-quests are carried out in a huge, colorful, polygonal world populated with dozens of wacky characters. Whimsical fun for the whole family.

OPM Rating ●●●●○

Vigilante 8

This game of vehicular combat takes the formula set forth by Twisted Metal and runs with it. Gigantic, realistic environments are the arenas, funky '70s characters are your enemies, and your vehicles range from a school bus to a (hidden) alien spacecraft. The powerful engine even allows for blowing huge craters in the ground. It's a blast!

OPM Rating ●●●●○

Ratings at a Glance

Alundra	●●●●◐
AGH: Atari Coll. 2	●●◐○○
Blasto	●●●◐○
Breath of Fire III	●●●◐○
Cardinal SYN	●●●○○
Cool Boarders 2	●●●●○
Croc	●●●●○
Deathtrap Dungeon	●●◐○○
Duke Nukem: TM	●●●○○
Final Fantasy Tactics	●●●●○
G-Police	●●●●◐
Gex: Enter the Gecko	●●●◐○
Ghost in the Shell	●●●●○
Jet Moto 2	●●●◐○
Judge Dredd	●◐○○○
Klonoa	●●●●●
The Lost World: JP	●○○○○
Madden NFL 98	●●●●○
Micro Machines	●●●●●
Moto Racer	●●●●●
NBA Live 98	●●●●◐
NBA Shoot Out 98	●●●◐○
NCAA Football 98	●●○○○
Need for Speed III	●●●●○
NFL GameDay 98	●●●●●
NHL 98	●●●●○
NHL FaceOff 98	●●●●●
Nightmare Creatures	●●●◐○
One	●●●●○
OW: Abe's Oddysee	●●●●○
PaRappa the Rapper	●●●●●
Pitfall 3D	●●○○○
Point Blank	●●●◐○
Resident Evil 2	●●●●●
Riven: Sequel to *Myst*	●●●●●
Skullmonkeys	●●●●●
Spawn: The Eternal	●●○○○
Star Wars: MoTK	●●●○○
Street Fighter EX + α	●●●●○
Test Drive 4	●●●◐○
Tomb Raider II	●●●●◐
Triple Play 99	●●◐○○

166 CARS, 11 TRACKS, 1 CHECKERED FLAG

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OVERTAKING

To rule the turns, (A) take a late apex and use your exit speed to pass on the inside. To protect a lead, (B) try a defensive line that keeps your opponent in the rearview mirror.

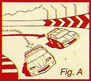


Fig. A

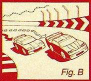
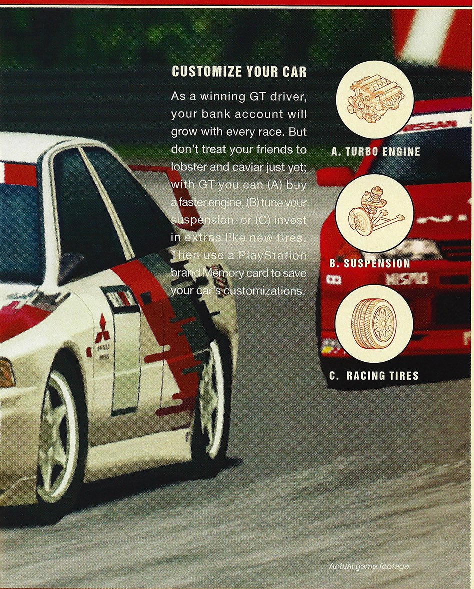


Fig. B



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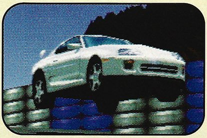

GRAN TURISMO™

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The Midas Touch

The PlayStation is the strongest it's ever been with everything it touches turning into gold

In an industry that crowns a different home gaming console king every few years or so, it's hard not to be a bit cynical about a celebration of dominance of any given system in a given generation. Still, we are human and we have a natural tendency to reminisce about the "good old days" whether they concern the early days of a romance or, in this case, the maturing of a gaming console.

A blessing in disguise

This particular story first took real shape back in 1991 when Nintendo and Sony were to unveil a joint venture where the latter would release a CD-ROM attachment (yes, it was called the PlayStation back then too) for the Super NES. It was an interesting move that was a counter to the CD attachment Sega was to release for its Genesis system. The only problem was that the cartridge format was key to Nintendo's ability to control third-party software both in quantity and profitability (for Nintendo), but no one at the time foresaw anything that would halt this joint venture from proceeding. No one except a select few at Nintendo who were hesitant due to the reasons above, but were also concerned with what they perceived as Sony's overbearing plans for "their" system. In a very public way Nintendo switched support to the Phillips CD-I player which left Sony vowing to continue on the project with or without Nintendo. Continue they did, as Chief Designer Ken Kutaragi, who had been at work on the project since 1986,

cont. on page 100

The Secret Weapon

Psygnosis' most notable game before moving on to the PlayStation and being acquired by Sony was Lemmings. Psygnosis Technology Director Dominic Mallinson explains their role in the big picture:

OPM: When did Psygnosis get involved with Sony about PS hardware and who initiated the contact?

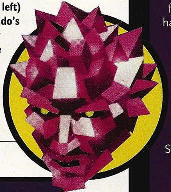
DM: Psygnosis first visited Tokyo in October of 1993. At the time, the PlayStation hardware existed as a huge circuit board with hundreds of chips and two large cooling fans. At that time, the prototype was running at 33 percent of final speed and was still missing a few of the final features. Despite the immaturity of the hardware, the demos we were shown back then were still the most impressive thing I had seen outside of a Silicon Graphics Workstation. The contact came about because Psygnosis was bought by Sony in 1993. The reason for Sony's purchase was not directly related to PlayStation, but was more to do with our pioneering work in CD-ROM games. When the PlayStation project came to light, it was obvious to the Sony board that Psygnosis would be an ideal early development partner.

Groundbreaking PlayStation titles: Ridge Racer Toshinden Warhawk Total Eclipse NBA Jam

The Father of the PlayStation

Ken Kutaragi was the chief designer of the PlayStation and has been working on the project since its initial manifestation as a CD-ROM attachment for Nintendo's Super NES. His ability to foresee the shift of 2D to 3D gaming put the PlayStation ahead of anything available on the market which included $3,000 PCs. He is now the President and CEO of Sony Computer Entertainment America, but is still involved in hardware engineering.

SYSTEM CART

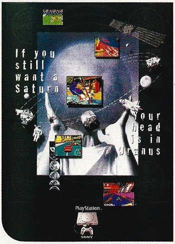


Nintendo started touting their own CD drive add-on (pictured left) after nixing Sony's. Nintendo's attachment was ultimately revealed as vaporware. The polygon head guy (pictured right) was PlayStation's first spokesperson. Thankfully, this lame marketing tool was canned early in the campaign.

Arcade Muscle

Namco's development on the system II arcade board (essentially a PlayStation) paved the way for high-profile home conversions like Tekken 2. Mike Fischer, director of marketing at Namco defines their relationship.

OPM: Why has Namco developed software exclusively for the PlayStation?
MF: For us, the most important reason for developing exclusively for PlayStation is simply our evaluation of the strength of PlayStation's business model, as well as our belief in the It's a choice that has benefited both Namco and Sony greatly over the past several years.


If you still want a Saturn
your head is in Uranus
PlayStation
SONY

"If you still want a Saturn, then your head is in Uranus."
The early system wars were merciless although disguised with humor

OPM: What exactly was Psygnosis' role in the early days of the PlayStation?
DM: Psygnosis got involved with PlayStation after the hardware design was complete. Via our PSY-Q development arm, we got very closely involved in the design and production of the development environment.

OPM: Did Psygnosis have any ideas about what kind of impact WipeOut and Destruction Derby would have upon the perception of the PlayStation as a legitimate gaming console?
DM: I was intimately involved with WipeOut, so I can answer that question with emotion. We absolutely lived and breathed the essence of what WipeOut meant and how it worked at the time of the PlayStation launch. We wanted to move the bar up for console gaming and particularly console racing games. To do this, we concentrated on the handling and the feeling of speed. We wanted the game to give the player a real buzz, an adrenaline rush. To augment the game itself and to complement the PlayStation demographic, we introduced fast-paced contemporary music and graphic design. I believe we were one of the first games to use music tracks from the actual record industry. We were certainly the first to use these tracks as an integral complement to the game.

1986

October
Ken "Father of the PlayStation" Kutaragi and two other staffers begin work on the PlayStation project.

1991

March
Nintendo and Sony announce a joint venture where the latter will release a CD-ROM attachment for the Super NES. They reveal for the first time that they have been working together on the project for quite some time now.

✕

June
At the Summer Consumer Electronics Show, Nintendo dumps Sony in favor of a deal with Phillips. Sony vows it will continue on their own.

1992

October
Namco commits to making games for the PlayStation

1993

Sony Computer Entertainment is formed in preparation for the eventual launch of the PlayStation

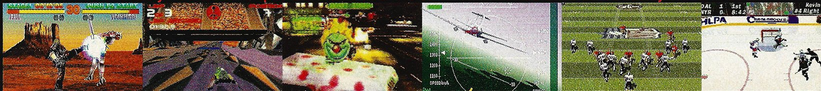
☐

October
PlayStation prototype running at 33 percent of final speed and serious planning begins on Metal Gear Solid

○

November
Concept work begins on Resident Evil

Destruction Derby Tekken WipeOut Twisted Metal Air Combat NFL GameDay NHL FaceOff



1994

August
Preliminary work begins on Crash Bandicoot, SCEA negotiates a development deal with SingleTrac

△

November
PlayStation is released in Japan

1995

May
First introduction of PS console to American Press at E3 show

✕

June
Chicago Bulls defeat the Seattle Super Sonics in NBA Finals

□

Sept. 9
PlayStation is released in North America at $299 and launches with Ridge Racer, Air Combat, Toshinden, NBA Jam, Power Serve Tennis and Kileak: The DNA Imperative

○

November
Tekken, WipeOut, Twisted Metal, Warhawk and Destruction Derby are released

1996

January
SCEA releases the Multi-tap

△

February
FFVII announced as a PlayStation title

To Take on Mario

Crash Bandicoot was the first character universally recognized with the PlayStation. Jason Rubin, president of Naughty Dog, gives us some insight:

OPM: Was Crash created with the intention of becoming the PlayStation mascot?
JS: Yes, that was our goal, but Crash is not the official mascot of the PlayStation. When we began work in September of '94 we wanted [him] to be the Sonic or Mario of Sony. But in the end, the PlayStation game console became a much more diverse system than its predecessors. It created a user base that spans a far greater age range, and it never needed a "mascot" character. So Crash is not the official mascot of the PlayStation. Having said that, we are extremely happy with what the Crash titles have achieved. Crash is far more successful than we had ever imagined.

OPM: Were there any potential mascots Crash was competing with?
JS: There were a few titles that were gunning to be the biggest platform game of the PlayStation's early years, but most sort of faded. Shiny's Wild 9, for example, was supposed to launch at about the same time as the first Crash Bandicoot. I guess they have had some delays!

The "bloody and unsettling" version of the original WipeOut ad was censored in many gaming publications. A little controversy is never a bad thing.

SONY
wipEout

Evil is in the House

Resident Evil turned many heads when it was released and set the bar for interactive adventures. President of Capcom, Bill Gardner, answers some questions:

OPM: What has Resident Evil done for the PlayStation?
BG: Resident Evil undoubtedly drove hardware sales for the PlayStation. The game offered players an experience that no other game had delivered until then. It is obvious that consumers agree. For two years in a row now, consumers voted Resident Evil and Resident Evil 2 SCEA's "Consumers Choice Award" and "Best Action/Adventure Game." No other product can make that claim.

OPM: Was there any doubt that the sequel (RE2) would be developed only for the PS?
BG: It made the most sense to create RE2 for the PlayStation based on the record-breaking success of Resident Evil.

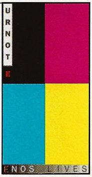
OPM: Will RE3 appear exclusively for the PlayStation?
BG: The Resident Evil franchise is as important to Capcom as is our Mega Man, DarkStalkers and Street Fighter product lines. So naturally, there will be a RE3. However, at this time we are not making any announcements regarding which system RE3 will be developed for.

Girl Power

What can you say about Lara Croft that hasn't been said already? Mike McGarvey, COO of Eidos gives it a try:

OPM: It's important that key titles be exclusive to a console. How did SCEA lock in the Tomb Raider console franchise and why would Eidos agree to such a thing?
MM: Eidos and Sony both identified the potential of Tomb Raider and Lara Croft as a franchise that would sell hardware. We felt that Sony had a competitive advantage in the platform market based on the software support from third parties, launch success and their software pricing flexibility. Sony has given us tremendous support on the

The somewhat hidden message was "You are not e (ready)" along with Sony spelled backwards.



Multi Tap Adaptable
1~8 Players

The Multi-tap has been utilized by more developers on the PlayStation than any other home console system.

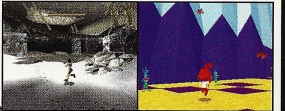
>> cont. from page 98

shifted the focus from a mere attachment module to a full-fledged stand-alone system. The world would have been a different place if Nintendo had continued with Sony. The PlayStation as it exists today would never have seen the light of day. Sega's Saturn system would have only had to compete with the likes of the 3DO and the Atari Jaguar. Keep in mind though that Sega revamped their system to incorporate more 3D capabilities in response to what they heard would be in the PlayStation so even the Saturn would be a shadow of what it eventually became. A thoroughly depressing scenario to be sure for all 3D gaming enthusiasts everywhere. At any rate, Nintendo did what they did and Sony unleashed the system we're celebrating today.

Jumping Flash Wild Arms NBA in the Zone Madden NFL 97 Tekken 2 Resident Evil Wipeou

Tender, you're stronger than you look.
NBA

OPM: What type of audience were you aiming for with the first title?
JS: Everybody. Crash was created to be as compelling for my grandmother as it would be for a die-hard gamer or a young child. In the end, my grandmother completed the first four levels and assured me that she was more than satisfied with her gaming experience. More than 3 million PlayStation owners worldwide have enjoyed the first Crash Bandicoot title as well. I think we hit our mark.



A World Apart...

The difference between bad software and good software has never been more apparent than when Bubsy 3D was released in the same month that Tomb Raider was. To this day, Bubsy 3D is the most reviled of all platform titles on the PlayStation and is the one game software companies dread having their title compared to.

Tomb Raider franchise and we are extremely happy with Lara Croft appearing exclusively on the PlayStation console.

OPM: What does Eidos make of all the clone games that have sprung up since the first TR?
MM: It was bound to happen. Tomb Raider broke out of the mold and created the character-based action/adventure game on the PlayStation. We haven't seen any market share erosions coming from these clones yet but I'm sure there's some great titles in the works for this Christmas.

OPM: Does Eidos feel responsible for the sexy girl-as-lead character craze?
MM: No, we definitely attribute that to the folks at Core Design. They dreamed up the concept, but I can certainly say we are happy they did.

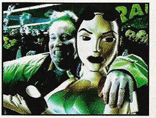
OPM: What has Core done to ensure TR3 will rise above the avalanche of similar titles?
MM: We feel TR3 will be a hit with our faithful consensus that have played I and II as well as new users. Lara Croft will be in high-resolution on the PlayStation for the first time ever and the graphical improvements are tremendous. The environments are extremely large and we plan to incorporate everything that has made I and II so successful.

On the Right Trac

Another cornerstone developer for the PlayStation in the early days, Mike Bartholomew, one of the original founders of SingleTrac (currently the chief technical officer at GT Interactive) shares his thoughts:

"SingleTrac was excited to be a developer for the PlayStation. As far as Twisted Metal and WarHawk were concerned, SingleTrac felt like the PlayStation represented a great leap in technology, transitioning from 2D games to 3D games. This transition meant there would be an opportunity to redefine gameplay into the third dimension. Twisted Metal and WarHawk both clearly exemplified and set the standard for 3D games on the PlayStation. The events that have taken place since 1994 in the PlayStation arena, and console games in general, have proven our original beliefs regarding 3D were on target. The industry is continuing to exploit and refine 3D games.

Continuing their string of entertaining commercials, Lara Croft promotes her title being released as a Greatest Hits only to be accosted by an obsessed father.



March
Resident Evil is released and PlayStation sales reach 1 million in North America

△

May 16
PlayStation lowers price to $199

✕

September
Crash Bandicoot, Madden 97 and the Twin Analog Joystick are released, One-year anniversary and 2 million PlayStations have shipped

□

October
Wipeout XL and Tekken 2 are released

The New York Yankees defeat the Atlanta Braves to win the World Series

○

November
Tomb Raider, Twisted Metal 2 and Bubsy 3D are released

Derek Jeter named Baseball Rookie of the Year. Teammate Bernie Williams would grace the box of Sony's MLB 98 a year later

□

December
Konami releases first PS light gun, the Justifier, and Namco releases the Negcon racing controller

1997

January
U.S. installed user base grows to 3.2 million

Clinton starts second term in office

Software is the key

There's no doubt that the PlayStation has had more than its fair share of top-notch software that has helped propel it past the competition. With their first efforts, companies like Psygnosis, Namco and SingleTrac showed the gaming world what was possible with the PlayStation and it wasn't just to prove it could be done. "Essentially, Psygnosis and our parent company Sony bet the company on PlayStation. We put our entire resources into developing the best possible launch catalog," explains Psygnosis Technology Director Dominic Mallinson. "In the specific case of WipeOut, we essentially threw away the first prototype version because it wasn't good enough."

The hardware capabilities of the PlayStation certainly raised the bar on what was possible which was good news for developers who were unable to fully >>

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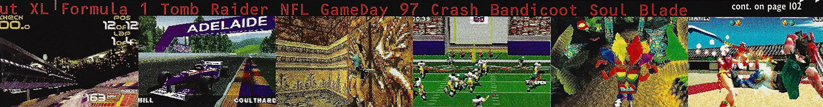


February
Crash Bandicoot sells more than 1 million units worldwide

OJ Simpson found liable in civil suit

March
PlayStation prices lowered to $149, Greatest Hits line introduced at MSRP $24.95

April
Ken Kutaragi (the PlayStation's creator) is named the Chairman and CEO of SCEA

Tiger Woods sets record at Masters

May
IBM Computer Deep Blue beats human world champion Gary Kasporov

August
Analog controller minus the rumble feature gets limited release

UPS workers go on strike

September
Final Fantasy VII is released, Power Price line established with a ceiling of $39.95, two-year anniversary of the PlayStation

The Emmys name Gillian Anderson Best Actress in a TV series

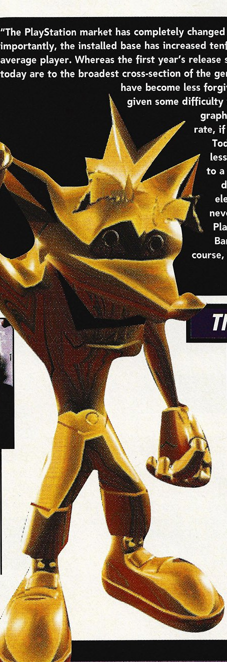
October
GameDay 98 is released

Game of the Year

The Crash Bandicoot commercials poked fun at the competition as well as themselves. Classic.

Metal Gear Solid is poised to take its place in gaming history and has been in development for years. Konami's Jon Sloan speaks:

OPM: Why was Metal Gear solely developed for the PlayStation?
JS: Mr. Kojima had a very clear vision for this game and knew that only certain machines were capable of delivering that idea. At the time, only the PlayStation could deliver, technologically, the hardware that was needed to create exactly the type of 3D polygon game that he wanted to make. It's only been very recently, in development terms, that other technologies have become available that can replicate or exceed those of the PlayStation. However, we are concentrating all our efforts on making this game the best that it can be. If we switched to or included other platforms right now we would have to make compromises to the game which would dilute what we will deliver to PlayStation owners. And that is something we do not want to do.



"The PlayStation market has completely changed since the release of Crash Bandicoot. Most importantly, the installed base has increased tenfold. This has changed the dynamic of the average player. Whereas the first year's release saw sales to the older, 'die-hard' gamer, sales today are to the broadest cross-section of the general market. With this transition, players have become less forgiving. The first year audience might have forgiven some difficulty in gameplay in trade for the ground-breaking graphics. They could accept a slightly jerky frame-rate, if what they were seeing compelled them.

Today, the 'Crash Bandicoot: Warped' audience is less likely to be forgiving. They get less attached to a specific product, and will quit a game if the developer lets them down. There are many elements in 'Crash Bandicoot: Warped' that we never would have believed possible on the PlayStation two years ago when 'Crash Bandicoot' went on the shelf. All of this, of course, is great for the PlayStation gamers!"

—Jason Rubin, Naughty Dog

Winning an Emmy is surely not as great a thrill as standing next to a stunning Asian man such as Wataru.

The Gatekeeper

Phil Harrison, vice president third-party relations and R&D, SCEA is the man who is responsible for keeping the quality of third-party software high. Here are his thoughts:

OPM: What do you feel is the most significant title to have been released on the PlayStation?
PH: That honor has to go to Ridge Racer. Although it has since been overtaken (no pun intended) by other driving games in terms of technical ability, it was the first great 3D racer on any system and really showed the consumer the difference between the old world of 16-Bit systems and the new world of PlayStation. I played it again for the first time in two years the other night and it's still a lot of fun.

OPM: What can you tell us about the software outlook for 1999?
PH: Developers will explore new high-end graphic techniques which are coming onto the PlayStation

>> execute their visions with previous consoles. Explains Konami's Jon Sloan, "Mr. Kojima (Metal Gear series mastermind) wanted to make Metal Gear Solid when he finished the last installment way back in 1990. He had these brilliant ideas for what he wanted to achieve for the next game but, at that time, the technology to play the game he wanted to make was not available. So, as soon as technology caught up he began serious planning."

Clearly the hardware and software came together perfectly, but factors such as the innovative removable memory cards and 3D-oriented control pad added significantly to the overall product. This has continued with accessories like the Dual Shock controller and the future release of the PDA (Personal Digital Assistant) which has the potential to carry games into more

Hot Shots Golf Gran Turismo Final Fantasy VII Abe's Oddysee Resident Evil 2 Colony Wars PaRappa the

OPM: What type of effect will Metal Gear have on the PlayStation market?
JS: This game will sell machines. People will buy hardware just to play this game. So, the market will expand. SCEA are convinced of this, that is why they are spending over $1 million supporting our own multi-million dollar marketing campaign. Also, I think it will draw in an older player than already exists.

OPM: Will a sequel be made on the PlayStation?
JS: Maybe.

If you lined up all the PlayStations that have shipped worldwide (over 30 million), they would stretch from San Francisco to New York and back.

RPGs are the Difference

Square's departure from Nintendo was monumental. Akira Kaneko of Square gives us his spin:

OPM: What was the impact of FFVII for the PlayStation market?
AK: We believe that FFVII had a great impact on the PlayStation market. In September 1995, one year after the release of the PlayStation, the installed unit base in Japan was somewhere in the 2 millions. That number grew rapidly after our announcement in February 1996 that we would bring FFVII to the PlayStation. A year later, in January 1997, it had reached 5 million units. For a while after the release of FFVII in late January 1997, stores ran short of PlayStations.

OPM: FFVII vaulted RPGs into a lucrative mainstream market. What is Square going to do to maximize this new audience?
AK: We believe that FFVII played a big role in introducing RPGs and its qualities, especially to gamers outside Japan. As mentioned earlier, our mission is to create high quality games—we hope to attract and meet expectations of gamers of all levels ranging from first-time buyers to FFVII fans.

OPM: How much more potential does Square see in the current PS console?
AK: It is very difficult to say in specifics, but you can already see the difference in the expression of images between FFVIII and FFVII, which was released just over a year ago on the same console. Also, with the PDA schedule to be released at the end of the year in Japan, the PlayStation definitely has many potentials.

new hierarchical animation and modeling technology will make characters smoother and more realistic. In addition, dynamics and physics simulations will add realism to games. Now that the Dual Shock Analog Controller is the standard controller, new control mechanics and designs will revolutionize the human interface. Some of the brightest minds in the movie world are now seeing how games and computer entertainment can be a more satisfying outlet for their creative ideas.

OPM: How will SCEA keep marquee franchises like Resident Evil, Tomb Raider, Final Fantasy and Tekken exclusive to the PlayStation over the next few years?
PH: We founded the PlayStation on the principals of delivering the best creative platform for developers and the best business model for publishers. So long as we maintain these ideals, we will continue to attract the best software to the platform. Even though new machines will come out over the next few years, it will be very difficult for any other platform to overtake our installed base.

OPM: Can the PlayStation survive without those titles?
PH: Of course! The titles you mentioned have made huge contributions to the success of the PlayStation, but as the market grows we will see new franchises emerge that will be just as important, but for a different kind of consumer. I expect there will be a children's title which sells millions of units to the 6- to 10-year-olds, which is a totally different market than the core gamer who buys Tekken, Tomb Raider or Resident Evil. The PlayStation market is so big now that it is really becoming multiple markets rolled into one—which is exactly what we hoped would happen.

social and communal frontiers.

More to come

Fortunately for us, this isn't a farewell PlayStation article saying it's been a great run, but it's over now. Rather, it's an encouraging look at how far the PlayStation has come and how far it has yet to go. Only now are we seeing games that combine the best in PS graphics coupled with pioneering gameplay. So how much further can the PlayStation's graphics go? Comments Psygnosis' Dominic Mallinson, "The PlayStation architecture is all about balance. Getting this balance right is one of the major reasons that we continue to see improvements. There are many, many variables. I don't believe we have seen the best yet." We here at *OPM* don't believe so either.

November
Crash Bandicoot 2, PaRappa the Rapper, the Guncon are released, the installed user base reaches over 6 million and there are more than 300 software titles available for the PS

□

December
GameDay 98 sells more than 800,000 units making it the top-selling PlayStation football game of all time

1998

January
Resident Evil 2 is released and the original Resident Evil hits 2.8 million units sold worldwide

✕

March
Crash Bandicoot 2 reaches 1 million units sold

○

April
Installed user base hits 10 million

△

May
Gran Turismo and Dual Shock controller released

□

June
Tekken 3 released, Dual Shock packed in with PlayStation for $149, PDA announced for U.S. release, original system price lowered to $129

e Rapper Tomb Raider 2 Crash Bandicoot Legacy of Kain Soul Reaver Metal Gear Solid Spyro the Drago

MORTAL 4 KOMBAT

Mortal Kombat 4 takes the popular series and throws it into 3D. While much of the gameplay has remained the same, there are a few notable changes, as well. The combo system has been simplified, making juggles even easier to do. The addition of weapons and sidestepping also toss in some fun new factors. Here's our tips and tactics, which will teach you how to play a better game.

by Jeff Gerstmann of videogames.com

Kai

On the defensive side, Kai's Air Fist is a good escape move. If you need to get to the other side of the screen fast, bust it out and fly away. Kai's Rising Fireball is useful and has combo potential, but his Falling Fireball isn't very useful, and neither of the fireballs track your opponent very well. After spending some time with Kai's handstand moves, I've decided that they are completely useless. Only use them if you want to show off, because they leave you wide open to attack. Kai's Super Roundhouse lunges forward, making it a good medium-range attack. It's fast enough to catch your opponent off-guard.

Combos:
- **HP, HK, D+HP (wait until opponent is just about to land), Rising Fireball, Super Roundhouse**
- **Jump-In HP, HP, HK, D+HP, Air Fist**

Fatality 1: U, F, U, B+HK (close)
Fatality 2: U, U, U, D+BL (half screen)

Raiden

Raiden hasn't changed much over the years. In MK4, his moves are done differently, but they still produce the same effect. His Lightning Bolt leaves you open for a pretty long time, so make sure it's going to hit before you use it. The Torpedo is, as always, a very dominant move that can be used to counter several attacks. It also can get you out of harm's way, so if you need to escape, jump up and Torpedo away. Raiden's hammer is one of the most powerful weapons in the game. Be sure to master the timing of the B+LP golf swing. Teleporting plants you right next to your opponent, which in most cases is ill-advised. If your opponent has already committed to a Jump Kick or fireball, teleporting can be a good way to dodge the attack.

Combos:
- **(With hammer) B+LP, (walk forward one or two steps) B+LP, Torpedo**
- **Jump-In HP, HP, HP, HK, HK, Lightning Bolt**

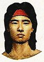
Fatality 1: F, B, U, U+HK (close)
Fatality 2: D, U, U, U+HP (close)

Shinnok

Shinnok doesn't have any of his own moves. Instead he relies on Shang Tsung-style impersonation moves. Once you've done one of these moves, you'll have all the moves of one of the other fighters for a limited amount of time. There are two ways to play Shinnok. First, you can stick with one or two impersonations, usually the two characters you know best. Go back and forth between them, keeping your opponent off-guard. The other way takes specific advantage of the PlayStation version, which doesn't announce which character you've become like the other versions. Learn all the moves and change characters as often as possible. Since your opponent won't know who you're impersonating until you've done a special move, you can easily keep him guessing. Try impersonating Scorpion and teleporting immediately after the loading stops. Chances are, you'll get him before he's able to block the move.

Combos:
- **Jump-In HP, HP, HP, HK, D+HK**

Fatality 1: D, B, F, D+Run (close)
Fatality 2: D, U, U, D+BL (close)



Liu Kang

Liu hasn't changed a bit. He's got the same moves, and they all work the same way. His air fireball can be used to pick off incoming opponents, and his other two fireballs can easily keep people away from you. Liu's Flying Kick won't hit up close, so it can be used to escape. Just don't kick yourself into the corner. Hold F and pound on HP when wielding Liu's sword to unleash a flurry of fast hacks and slashes. Six hits with the sword will cause 42 percent damage and count as a maximum damage combo.

Combos:
- **Jump-In HP, HP, HP, HK, D+HP, Jumping HK, Air Fireball**
- **Jump-In HP, HP, HP, HK, HK, Flying Kick**

Fatality 1: F, F, F, D+HK+LK+BL (right outside sweep range)
Fatality 2: F, D, D, U+HP (close)

Reptile

Reptile has an unorthodox collection of moves, and if used correctly, they can confuse your opponent long enough for you to win. His Super Krawl is a fast move, which leads very well into the Dashing Punch. The Acid Spit covers a lot of area, so it tends to hit jumping enemies as well as standing ones. The Dashing Punch by itself is a very slow move, and should be avoided. Invisibility is really useful, but you need to take care not to lose track of where you are.

Combos:
- **HP, HP, HK, HK, Super Krawl, Dashing Punch**
- **Jump-In HP, HP, HP, HK, HK, Dashing Punch**

Fatality 1: Hold HP+LP+HK+LK, U (close)
Fatality 2: U, D, D, D+HP (a little less than half screen)

Scorpion

MK4's take on Scorpion doesn't change him very much. D+LP with his sword executes a Yoshimitsu-like spin, which is occasionally good to pull out as a surprise tactic, but don't rely on it. Use the teleport to escape the corners, as well as to catch an unsuspecting opponent. But since most of his tactics have remained the same since the days of MK2, don't expect to be able to surprise opposing players very often.

Combos:
HP, HP, HK, D+HP, Spear, HP, HK, D+HP, Jumping LP
HP, HP, HK, D+HP, Breathe Fire

Fatality 1: B, F, F, B+BL (just outside sweep distance)
Fatality 2: B, F, D, U+HP (close)

Jax

Jax is probably best described as an expert character. His special moves aren't particularly useful, as most of them take too much time to wind up and leave him open to attack afterward. His multithrow is somewhat difficult to master, but it does a decent amount of damage. His Dash Punch is a very fast move, and is good for catching people off-guard. Once you've become comfortable with the game's normal moves and basic combo system, you should be able to do reasonably well with Jax, but in all honesty, he isn't all that great.

Combos:
Jump-In HP, HP, HP, HK, HK, Dash Punch

Fatality 1: Hold LK for 3 seconds, F,

F, D, F, release LK (close)
Fatality 2: B, F, F, B+BL (close)

Reiko

Reiko is good for playing a fast-paced, confusing game. His Flip Kick pops characters up into the air, setting them up for further abuse from the teleport slam or a jumping LP. The Flip Kick can also be tossed in the middle of a combo, allowing for a lot of crazy juggle action. His shurikens have a long recovery time, so be careful when using them.

Combos:
•Jump-In HP, HP, HK, Flip Kick, Jumping LP, Teleport Slam
•Jump-In HP, HP, HP, HK, HK, Shurikens

Fatality 1: F, D, F+LP+BL+HK+LK (close)
Fatality 2: B, B, D, D+HK (sweep distance)

Johnny Cage

Cage still does the same old stuff he did in MK2, so those of you familiar with the other MK games shouldn't have any problem picking him up. His Shadow Uppercut has a pretty wide range, and can be used to nail people out of the air. The Shadow Kick still moves quickly, making it a decent surprise move. Of course, after playing against Johnny Cage for years, most skilled players will be expecting the Shadow Kick, and block accordingly.

Combos:
•Jump-In HP, HP, HP, HK, HK, Shadow Kick
•HP, HK, D+HP, High Fireball

Fatality 1: F, B, D, D+HK (close)
Fatality 2: D, D, F, D+BL (close)

Jarek

Jarek should be reasonably easy to pick up if you were a big Kano player. He keeps both of Kano's rolls. The upward roll only hits a standing character from inside sweep distance, so it's probably best to save it for jumping fighters. The Ground Shaker takes too long to hit the ground, so it's best used on opponents who are already on the ground. Mix it up with Jarek's two rolls and play a fast, aggressive game.

Combos:
•Jump-In HP, HP, HP, HK, D+HP, Upward Roll
•HP, HP, HK, HK, Cannonball Roll

Fatality 1: F, B, F, F+LK (close)
Fatality 2: U, U, F, F+BL (1/2 screen)

Tanya

Tanya has a couple of fast moves that are great for surprise attacks. Also, the Corkscrew Kick leads very well into the Split Kick, so if you catch an opponent with one, be sure to follow it up. The air fireball behaves much like Sindel's air fireball in MK3. While Tanya's special moves are decent, there isn't any one of them that is particularly devastating. Be up on your normal moves before playing as Tanya.

Combos:
•Jump-In HP, HP, HP, HK, HK, Corkscrew Kick, Split Kick

Fatality 1: D, D, U, D+HP+BL (close)
Fatality 2: D, F, D, F, HK

Fujin

Fujin's weapon is the crossbow, which is easily the most annoying weapon to fight against. It can shoot at the floor or ceiling, which causes it to bounce all the way across the screen, or straight. Simply firing off a volley of shots at different angles and times can keep any opponent away, forcing them to brave a gauntlet of shots to even get close to you. The Rising Knee has a fairly long range, but if blocked, you'll be wide open to attack. The Tornado Lift won't hit right up close, and it also won't work past three-fourths of the screen. The Whirlwind Spin is easily countered by any projectile, but it can be good for catching jumping opponents.

Combos:
•Tornado Lift, Slam
•Jump-In HP, HP, HP, HK, HK, Rising Knee

Fatality 1: Tap Run+BL five times (right around sweep range)
Fatality 2: D, F, F, U+BL (outside of sweep range)

Sub-Zero

Everyone's favorite iceman is simple, yet extremely effective. The Ice Blast has a longer wind-up than it did in previous games, so it can be hard to use up close. The Ice Clone is a good defensive tactic, and is also good to escape jump kicks and other attacks. The Ice Wand acts a lot like Raiden's hammer, but has the added benefit of the B+LP move, which freezes opponents. Only use the slide when you're sure it's going to hit, as it is easily blocked and countered.

Combos:
•(with weapon) B+LP, B+HP, B+LP, B+HP, B+LP
•Jump-In HP, HP, HP, HK, HK, Slide

Fatality 1: F, B, F, D+HP+BL+Run (close)
Fatality 2: B, B, D, B+HP (inside sweep range)

Quan Chi

Quan Chi has the ability to rip the weapon from an opponent's hand, provided the target isn't blocking. This can be a useful and confusing tactic to use. Also, his Tele-Stomp is good for catching airborne fighters. The Flying Skull moves too slow to be used anywhere but up close or in combos, and his Slide Kick doesn't have enough range to be a useful surprise move.

Combos:
•Jump-In HP, HP, HP, HK, HK, Flying Skull

Fatality 1: Hold LK for five seconds, F, D, F, Release LK (close)
Fatality 2: U, U, D, D+LP (sweep distance)

Sonya

Sonya has some good moves, both for attack and defensive purposes. The Square Wave is good for picking off jumping fighters, and it can also get you to the other side of the screen in a hurry. The Vertical Bicycle Kick is also good for hitting incoming attackers. The Leg Grab can surprise an opponent up close, but if blocked you're in for a little trouble. Her fireball is fast, and has a short recovery, making it hard to counter.

Combos:
•Jump-In HP, HP, HP, HK, HK, Front Flip Kick, Jumping HK
•HP, HK, D+HP, Vertical Bicycle Kick

Fatality 1: D, D, D, U+Run (sweep distance)
Fatality 2: U, D, D, U+HK (just outside of sweep distance)

Sidestepping

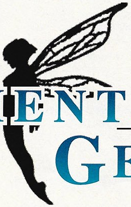
The sidestep move was cumbersome and a pain to use in the arcade, but now that you can configure specific sidestep controls, it's easier to dodge at a moment's notice. The sidestep move is best used to dodge projectiles from a long distance. When a rock, weapon or fireball is heading your way, simply step aside and let it fly past. If you're quick enough, you can sidestep, then run up to the opponent and catch him/her with a combo while he/she is stuck in the fireball animation.

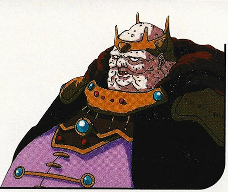
Know Your Range

Knowing the range of your moves is incredibly important. The last thing you want to do is leave yourself open to attack after a missed attack. The sweep and Roundhouse Kick (B+LK and B+HK, respectively) have the longest range of any of the normal attacks, and they also leave you wide open if they miss. Be sure to turn this against your opponent. If you see a missed sweep, run in there and whoop up on him. Remember that while they're extremely easy to pull off (F+LP for the normal throw, F+LK for the "breaker" throw), the throws in MK4 do quite a lot of damage. The range of your special moves is equally as important. If a move puts you in the air, make sure the other fighter isn't going to be able to catch you with an uppercut on your way down. Sure, the uppercuts don't do nearly as much damage as they did in the previous MK games, but every little bit hurts.

Weapons

Upon initial inspection, the weapons in MK4 may seem cheap, rudimentary and completely worthless. But proper use of (and proper defense against) the weapons in the game is definitely key. Certain weapons are more effective than others, and some (Fujin's crossbow and Johnny's pistol, for instance) are better used to keep your opponent away from you. With weapons like the hammer, B+LP will execute a golf swing that will pop your victim high into the air. Usually, you'll have enough time to walk forward a bit, and catch him with another golf swing before he lands. Learn the timing of the golf swing well, as it makes a terrific counter against jump-in attacks. Remember that you lose the use of your normal punching attacks while you wield a weapon, which limits your combo capability. Throwing your weapon is an effective tactic if done up close. From a distance, it's far too easy to block, jump over or sidestep the projectile. Getting hit with a thrown weapon does an insane amount of damage.





ELEMENTAL GEARBOLT

by Mark MacDonald
(Winner of E3 Elemental Gearbolt Tournament)

General Strategy

KNOW YOUR WEAPONS -

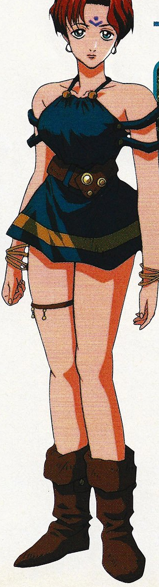
Flame – The most powerful offensive gun of the game, flame should be your default weapon. It's great for grabbing coins, hitting enemies at long range, and taking out Bosses quickly.

Lightning – Although not nearly as powerful as flame, the lightning gun's heat-seeking ability and wide-shot pattern make it the ideal defensive weapon. Its rapid succession of shots also works wonders for building up your score.

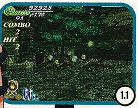
Water – The lamest weapon in the game; despite a0 great rate of fire, its weak shot strength and tendency to screw up combos by missing put it at the bottom of the list.

POINTS AND COMBOS – Each enemy in Elemental Gearbolt is worth a set amount of points, which is then multiplied by a factor of 1-10 depending on how many bad guys you have killed in succession without missing or getting hurt. Once your multiplier is up, do everything you can to keep it there, even if it means letting distant or hard-to-hit enemies get away; it will be worth it in the long run.

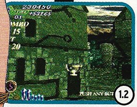
COIN BONUSES – Coins are an easy way to boost your score and combo multiplier at the same time. Using the flame gun, fire once to open the bonus pod and then again quickly just above to collect the coins before they scatter. If they do get away, favor the gold coins—they are worth 3,000 points; silver are only 500.



Level Tips



1.1

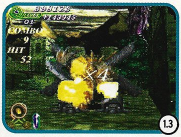


1.2

LEVEL 1 : Grieving Angel's Descent

Use the plasma gun as much as possible on the first level to raise your score, switching to the flame pistol whenever things get hairy.

Watch for coin bonuses hidden in trees like this one throughout the level (**1.1**); You'll find a silver chalice in this doorway to the left of two power-ups (coins and health) roughly halfway through the level (**1.2**); use the plasma gun to grab it.



1.3

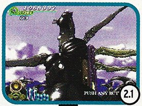
BOSS:
This first Boss is so simple he borders on pathetic. Just make sure you let him live long enough so you can gather the two coin bonuses hidden in the trees on the right, then beat him down like a red-headed stepchild. Use the plasma gun to stop his missile attack and switch to flame when you have a clear shot; he's dead before you know it.

LEVEL 2 : Enter the Dragon

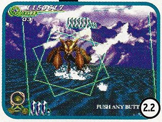
Blast anything that moves in the forest—also note that you can shoot enemies right through the trees here.

Don't miss the health power-up that appears on your last pass of this giant tower, way at the tippy-top (**2.1**).

Keep a look out for sneaky enemies hiding on the bridges near the close of this level, many of them require multiple hits.

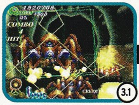


2.1



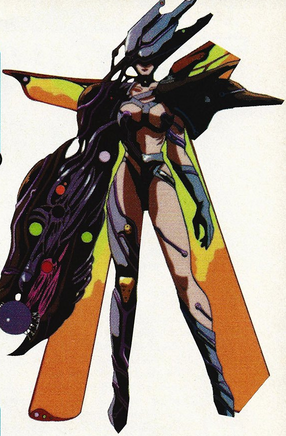
2.2

BOSS:
This Boss is also generally pretty easy, except when his flying red crab henchmen help him out. Anticipate their attacks by watching the trails their wake leaves in the water and destroy them the instant they take to the air to avoid getting hurt (**2.2**). Also, always wait until this Boss is safely above water to fire so you don't lose your combo multiplier—there's no need to rush here. Use Plasma to defend against his spike attack and flame and this Boss won't take you much longer than the first.


3.1

3.2

3.3



LEVEL 3 : The Crypt of Despair

These red spiders travel in large packs and can be trouble; use careful aim and timing to get two and even three of them with one shot as much as possible **(3.1)**.

Be ready when you round this corner to the left for three quick fairies in a row **(3.2)**.

Shoot right between the pincers with the flame gun on the first sand worm for another silver chalice **(3.3)**.

The cave near the end of the level has many enemies you don't need to kill and who don't attack, but with practice can make for some easy points.

BOSS:

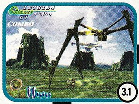
Although you could kill this Boss really quickly if you went after him full throttle, ease back a bit and rack up some points here. Take out the red spiders and fireballs with the flame gun to get your combo multiplier up, and shoot his arm when he raises it to avoid getting smacked. You can stretch this battle out quite a bit so take your time and concentrate on your score.

LEVEL 4 : Plains of Despair

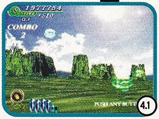
Watch closely for the tiny sand-scooters throughout this level; most will never attack, but if your aim is good enough they can really add to your score.

When the camera turns all the way around and you start to fly backward, get ready for five quick fairies in a row **(4.1)**.

These giant spiders can take three hits from the flame gun, making them the toughest non-Boss enemy in the game **(4.2)**. Aim for their body and start firing as soon as you spot them.


3.1

3.2


4.1

BOSS: Audmra

No more pushover Bosses from here on out. The trick now is to focus solely on staying alive; take out all the smaller enemies and cannon fire first, only attacking the main base when no other targets are present. When you fly over the top of this giant citadel, keep steady fire on the turrets and watch for the rest of the fairies for this level **(4.3)**.

LEVEL 5 : The Palace Ruins

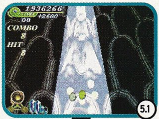
Since you can't shoot fast enough to destroy all the giant boulders at the start of this level, try to predict which ones would collide with you and take them out.

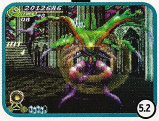
Be ready for three power-ups, tightly huddled together at the peak of a tower around mid-level.

Watch for a series of coin power-ups in this shaft of light; your timing will have to be impeccable to collect them all **(5.1)**.

BOSS: Idon

Idon moves fast and loves to jump around, but if you can keep him in your sights you'll do fine. Aim for his midsection when you see and hear him powering up his laser, and expect his flaming ring attack when he starts bouncing around **(5.2)**.


5.1


5.2

LEVEL 6 : Purposed to Perish

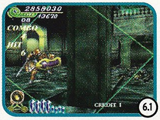
Wait until the knights here pull back their shields to fire or you'll just be wasting shots **(6.1)**. Also notice that the statues at the start of the level are destructible.

All hell breaks loose in the hallway just before the final Boss. Keep which enemies are about to attack next straight in your mind and make sure you grab the health power-ups.

6.2

BOSS: Maldel

Favor the flame gun when fighting Maldel, especially just before and after he teleports and against his lightning bolt attack. Switch to a well-timed lightning gun shot just as he fires a volley of projectiles to keep your health up for the true final showdown.


6.1

FINAL BOSS: Reftraseal

The first form of the final Boss is easy enough—follow him with the flame gun as he prances around the screen and focus on defending against his random pot shots. His second form is a bit tougher; again, concentrate on defense and be sure to grab any health power-ups that fly by. Watch for signals that will tell you which attack is coming and counter early

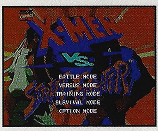
Tricks of the Trade

Our support resource for cheaters

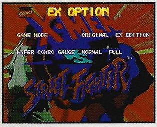
X-Men Vs. Street Fighter

Tag Team and Full Combo Gauge

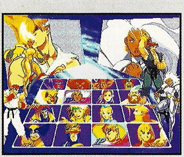
Now there's finally a way to switch characters in the middle of the game! On the Main Menu Screen, quickly press Triangle, Triangle, Right, Circle, L1. The EX Option will appear. Now you can choose from Original Mode or EX Edition (the normal PlayStation version). You can also choose a Full Hyper Combo Gauge that resets to Level 3 every time you use it in the game! To be able to switch characters, choose "Original" Game Mode and press Start. Now you must choose Versus Mode from the Main Menu, as the trick only works for two players. On the Character Select Screen, both players must pick the same characters, but in opposite positions. For example, if player 1 picks Ryu and then Ken, player 2 must pick Ken and then Ryu. Once you do this, choose your options and go into the game. To switch characters in the middle of play, press L1+R1 simultaneously. If you configured the buttons differently, press both H.Punch and H.Kick buttons at the same time to switch.



On the Main Menu Screen, do the code for the EX Option.



After this mode appears, choose "Original" Game Mode.



Have both players choose the same characters, but switched.

NEW HERO
2 WINS

Both High Punch and High Kick can be used to change characters.

Jersey Devil

Easy 1-Up Loop

Punch through this fence to reveal a pipe allowing you to collect a ton of extra lives to start the game.

When you first begin your game, jump on top of the water spray in the fountain. There you will find a 1-Up. Now when facing City Hall, take the path to the right. When you reach the dead end, punch the fence in front of you. It will fall down and reveal a pipe. Go into the pipe and you'll be in Knarf's Forest. As soon as you get there, backtrack through the pipe again to exit the level. Now go back to the fountain and the 1-Up will be back! Collect it to get another life. Repeat this process and you will have a plethora of lives to begin the game!

N2O

Many Cheat Codes

At the Main Menu, scroll through the choices until you see "Game Options." Access this option and inside this Options Menu, scroll until you see "enter code." Now access this option and enter the following cheats for the results shown:

Firewall Cheat - X, X, Square, X, X, X, Triangle, Triangle.

Weapons Cheat - Square, X, Circle, Square, X, Square, Circle, Square.

Infinite Lives - Circle, X, X, Triangle, Square, Triangle, Square, Circle.

Access any Level - Square, Triangle, Circle, Triangle, X, Triangle, Square, X.

Bonus Ship - X, X, X, Square, Triangle, Circle, X, Triangle.

Bonus Level Access - Square, Square, Square, Triangle, Circle, Triangle, Square, Square.

Water Effect On - Circle, X, Square, Triangle, Triangle, Circle, Triangle, Circle.

No Bonus Reset After Death - Square, Triangle, X, Triangle, Circle, Square, Triangle, X.

Disable Cheats - Square, Square, X, Circle, Circle, Circle, Circle, Triangle.

select start level
difficulty - normal - ○ to change
#30
PANDEMANIAC II
パンデマニアック
back
bonus
start

One of these incredible codes will allow you access to bonus levels.

Do you have a trick that you, and only you know? Don't hold back—write us at...

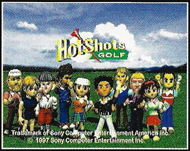
Official U.S. PlayStation Magazine
Tricks of the Trade
1920 Highland Ave., Suite 222
Lombard, IL 60148

Sorry, we cannot respond to individual letters asking for codes or tricks.

Hot Shots Golf

Many Incredible Codes

To do this trick, you must first make sure that there are no memory cards in your system and a second controller must be plugged in. Now take controller 2 and hold the L1+L2+R1+R2 buttons simultaneously, before the Title Screen appears. While holding these, go to the Title Screen and immediately after the flash happens, press Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left. You must quickly do the button code as the Hot Shots logo is bouncing in, and finish the code before it stops. Once you do this, you'll hear a sound to confirm that it worked. Now begin your game and on the Character Select Screen, you will have access to all the players without having to earn them. On the Course Select Screen, you will see that all the courses are now available!


Hot Shots GOLF
Trademark of Sony Computer Entertainment America Inc.
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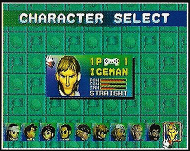
As the title bounces onto the screen, make sure you enter the entire code.

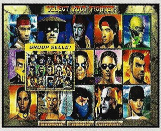

CHARACTER SELECT
1P 1
ICEMAN
POW
CON
SPIN
STRAIGHT

At the Character Select Screen, you'll now have all of the golfers.

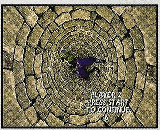
Mortal Kombat 4

Default Gunpod Weapons

From the Main Menu, choose "Arcade" Mode. Now choose one-on-one Kombat. On the Fighter Select Screen, press Start on controller two. This will join in a second player. Now take controller one and move to the "Group" icon at the bottom of the screen. Choose this option and let player 2 choose his/her character. Now player 1 must defeat player 2. Then player 2 must press Start (at the Falling Screen) to continue. Repeat the same process on the Fighter Select Screen with player 1 choosing the group select, and player 2 choosing a character. You will notice that player 1 will be playing as a different character in succession each time you do this. Keep doing this process until you reach the last character in the Fighter Select Screen (Sonya). After the Group Select chooses her and you defeat player 2, have player 2 continue and go back to the Fighter Select Screen again. Now have player 1 choose any character (not from the Group select this time). Meat will appear in place of your chosen fighter. He will have the same moves as the fighter you chose from the Select Screen. As long as you continue, you can play as Meat with any other character.


SELECT YOUR FIGHTER
GROUP SELECT

Choose "Group" and let player 2 choose his/her character.


PLAYER 2
PRESS START
TO CONTINUE

Defeat player 2, and press Start at the Falling Screen.

WINS: 05
SCORPION
WINS: 00
REPTILE
SCORPION WINS
FLAWLESS VICTORY

Repeat this process to eventually play as Meat.

Vigilante 8

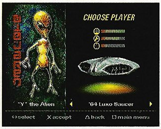
Many Incredible Codes

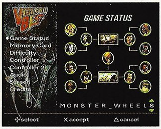
Hidden Vehicles—From the Main Menu Screen, access the Options. Choose Game Status and then press the Circle button for the passcode. Enter this password: WMNNWLHTSCUCLH. After pressing X, all of the vehicles will be revealed in Arcade Mode, including the '64 Luxo Saucer.

Monster Wheels—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: MONSTER_WHEELS. Every vehicle's tires will now be huge!

Deadly Missiles— From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: DEADLY_MISSILE. Your interceptor missiles will do more damage.

Lighter Cars—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: REDUCE_GRAVITY. The vehicles will jump higher.


CHOOSE PLAYER
"Y" the Alien
'64 Luxo Saucer
select
X accept
△ back
□ main menu

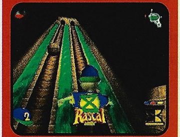

GAME STATUS
Game Status
Memory Card
Difficulty
Controller 1
Controller 2
Audio
Screen
Credits
MONSTER_WHEELS
select
X accept
△ cancel

Invincibility—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: I_WILL_NOT_DIE. You will now be invulnerable to all hits.

Increase Difficulty—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: HARDEST_OF_ALL. Your opponents will now be more aggressive and the game will be more difficult.

No Enemies—From the Main Menu Screen, access the Options. Now choose Game Status and then press the Circle button for the passcode. Now enter this password: GO_SIGHTSEEING. This allows you to pick "no enemies" in Arcade Mode.

Trick of the Month



Rascal

From the Title Screen, access the options and move to the Key icon. Press X and then you will be able to enter a password. Now, enter the word HOUSE. It will tell you that you have a valid password. Now go back to the Title Screen and start your game. Now press R1 to cycle through the available levels and R2 to choose the specific room of that level. Now hold R1 to jump to that specific stage!

Bloody Roar

Multiple Cheats

There are several cheats you can get for this game. Follow the directions for each to get the code.

Big Head: On "Normal" setting while on the Character Select Screen, hold L2 and choose your fighter with the Circle button.

Large Arena: If you beat 10 opponents in a row in the Survival Mode, you will be able to increase the size of the arena.

Regenerating Life Bars: Finish the game with Bakuryu on Level Four or above.

Big Arms: Beat the game without continuing on Level Four or above.

Small Fighters: At the Character Select Screen, hold R2 and choose your fighter with the Circle button.

School Girl Alice: Beat all the opponents in Time Attack Mode in under 10 minutes.

Cool Boarders 2

Cindy's and Irin's Alternate Outfits

To get these racy new duds, go to the Main Menu and highlight Competition. Now press Down, R1, Up, R1, Down, R2, Up, R2, Up, Up, R1, Down, Down, R2. (If you don't hear the announcer say, "Here we go!" after pressing each shoulder button, you're doing it too slowly.) Then go to the Boarder Select Screen, chose Cindy or Irin, and press left or right to scroll through the new outfits. Note: The new outfits are not available in Competition Mode.

Dragon Ball GT: Final Bout

Secret Character

At the Title Screen, do the six-character code (Right, Left, Down, Up, Right, Left, Down, Up and you will hear a sound), then press Triangle 10 times and then Square nine times. You will hear another sound to confirm that it worked correctly. You will see Super Saiyan 4 Goku on the Menu Screen. On the Player Select Screen, he will be a selectable character in the lower-middle section of the screen!

Six Hidden Characters

This code will increase your character count to 16! At the Title Screen, press Right, Left, Down, Up, Right, Left, Down, Up. You will hear a sound to confirm that the trick worked. Now press Start and go to the Character Select Screen. You will have six additional fighters at your disposal. Each one varies in strength and abilities.

Final Fantasy VII

Increased Items Trick

This will boost up the amount of items within your inventory. Once you have equipped a character with the W-Item Command Materia, you should be able to perform this trick. Just begin your game and when that character enters a battle, select the W-Item command by pressing the Circle button when it's his/her turn to fight. Now choose the item you wish to increase by pressing Circle again. Then select the character in the menu you wish to use the item on by pressing Circle. When you return to the Item Screen, choose a different item than the one you chose before by pressing Circle once again. Finally, press X (to cancel), Circle (to activate), X, Circle, X, Circle and so forth. By pressing these buttons continuously, you should see the number of the first item you initially chose increase steadily.

Gex: Enter the Gecko

Many Codes

Use this legend to the tricks command:

Up = U or N
Down = D or S
Left = L or W
Right = R or E
Triangle = A
Circle = O
X = X

In the game, press **Start** to pause, and then hold **L2** or **R2**. Using the legend, spell out the words as shown using the correct buttons for various results. You should hear a sound to confirm that the codes have been entered correctly.

UNDEAD = Infinite lives
WEASEL = Invulnerability
RELEASE = Level select
ALOUD = One-liners (press Select to hear them)
SENSELESS = Rambling Gex
EARWAX = Timer in the game (Choose a level on Game Stats and press **Square** for the best times.

Ghost in the Shell

Level Select, Animation Select and Hidden Picture

At the Main Menu Screen, enter the following code to get access to all the levels: R2, R1, Square, Square, Up, Down, Square, Square, R2, R2. You will hear a tone to confirm the code worked. Now press Start on "Mission Start" and you will be able to choose any of the 12 missions available to you. Also, you can go to "Options" and then go to the Movie Replay Option. Here you can play any of the cinemas from the game! To access a hidden picture, you must defeat the game without using any continues. The final cinema will play, followed by the staff credits. If you are patient enough to wait for this to end, you'll be rewarded with a full-size picture of Motoke Kusanagi.

Access the Training Cinemas

Training Cinema Two: Die in areas three, four or five to get training cinema two.

Training Cinema Four: Run out of time in training areas one or two.

Training Cinema Five: Run out of time in training areas three or four.

Training Cinema Six: Destroy enough enemies to complete each area and defeat the Boss. You must hit 49 percent or less for a "Class B" rank.

Training Cinema Eight: Destroy enough enemies to complete each area and defeat the Boss. You need to hit 50 percent to 59 percent for a "Class A" rank.

Monster Rancher

Build Up Loyalty Meter

Here is an easy way to build up your loyalty meter. Once you have your monster, take it back and forth between the ranch and the town. Each time you do this, your loyalty meter goes up five points! However, you must use this in moderation. The more you do this trick, the stricter your style will become. Your monster will have a tendency to run away and destroy its home if your style gets overbearing, so be warned!

Secret Monster

To do this trick, your breeding status must be in master rank (R-10). Note: You must have another game called "Tecmo's Deception" to do this trick. When you are about to breed a monster, put in the Tecmo's Deception game CD and you will get a secret character from that game called Ardebaren when you generate a monster in the shrine! Also, PlayStation and computer data CDs that have one track on them will produce purebred monsters.

Pandemonium 2

Many Incredible Codes

From the Title Screen, access the Password option. On the Password Screen, enter one of the codes as shown below:

GETACCES: This code opens up all the levels.
SKATBORD: Get Speed Greed after every level
HORMONES: Gives you maximum health
IMMORTAL: This code maxes out your lives
MAKMYDAY: Gives you a permanent weapon
NEVERDIE: Invincibility throughout the game
GENETICS: Gives you Mutant Mode
GONAHURL: Access to camera roll
JUSTKIDN: Monsters regenerate
ACIDDUDE: This gives you cool psychedelic textures

Pitfall 3D

Password Cheats

At the Title Screen, highlight and access the "Password" option from the Main Menu. From the Password Screen, enter any of the following codes for the results shown:

GIVEMELIFE - Adds 10 lives to the next game launched.
PLAYMOVIES - Plays all movies.
PITFALLCOMIC - Plays all of the original comic-style cutscenes.

STEVECRANEME - Gives the player 99 lives.
2DHARRY - Causes Harry to be displayed in 2D.
ZEROGHARRY - Causes Harry to float and twist in the game.
BIGHEADHARRY - Makes Harry's head really big.
STOPTALKING - Turns off in-game quips.
CREDITS - Password to gain access to the Credits sequence.
CRANESBABY - Password to gain access to the Original Pitfall game.

Within the Original Pitfall game, you can do a variety of codes:
R1+R2 - Toggles "Gary" head (programmer of the 2600 version).
R1+Circle - Toggles "Elvira" head (daughter of lead programmer).
R1+Triangle - On the screen with the crocodiles, it makes the one on the right say, "Hi Mom!"
L1+L2 - Toggles infinite lives.
Pitfall Credits: Holding the R1 button at the end of the last credit ("Thanks to Families" Screen) brings you to the self-congratulatory credit.

Resident Evil 2

Secret Characters and Costumes

To get Hunk you must beat the second scenario with the best rating. When the rating comes up on the screen you will be able to save the scenario with Hunk as the character.

To get Tofu you must beat six scenarios in a row and get Hunk by the end of the first or second scenario.

To get the alternate costumes you must first go and kill the Brad Vickers zombie. To meet him you must play through most of the beginning without picking up a single item. Make your way all the way to the front of the police department. When you get to the gates of that place take the lower stairs around the front yard. There you will find the zombie. Once you encounter him you can try to kill him with what you have or go past, pick up some weapons and come back. Once you kill him, search the corpse and you will find a key. Take that key to the first floor of the police department and go to the west wing save point. In the room below the stairs you will find a locker that is locked. The key will open it and you will find your new costumes. For Claire you have one choice but get a new gun; Leon has two choices and his weapons will fire faster.

Skullmonkeys

Super Cool Passwords

These passwords will give you passwords to different levels of the game with many lives to boot! Just access the Password Option from the Main Menu and enter any of the codes as shown:

YNT Weeds with 40 lives - X, Circle, X, Triangle, Square, Triangle, Square, Circle, X, Circle, Triangle, Square.
YNT Mines with 72 lives - X, L2, Triangle, R1, L1, X, L2, Square, Triangle, L1, Square, R1.
YNT Eggs with 10 lives - Triangle, Square, Circle, Triangle, X, Square, Circle, Triangle, Square, X, Triangle, Square.
YNT Eggs with 65 lives - Square, X, Circle, Triangle, Triangle, X, Square, Circle, Triangle, Circle, X, Square.
Elevated Structure of Terror with 74 lives - Triangle, Square, Circle, X, Square, X, Circle, Square, Triangle, Circle, X, X.
Evil Engine #9 with 47 lives - R2, R2, Triangle, L2, L1, R1, R2, L2, L1, R2, Triangle, X.
Evil Engine #9 with 60 lives - L1, R2, R1, L2, L1, R1, L2, R2, L1, R1, R2, L2.
Monkey Mage with 23 lives - R2, R1, L1, R2, R1, L2, L1, R1, L2, L1, R2, L2.
Glenn Yntis with 22 lives - R2, R1, L2, R1, L1, X, L2, L1, X, Triangle, L2, L1.
Shards with 71 lives - R2, R1, Circle, L2, R2, L2, R1, L1, R2, Triangle, L2, Square.
Castle De Los Muertos with 63 lives - R2, L2, L1, R2, L2, R1, L1, R2, L2, L1, R2, L2.
Klogg with 55 lives - R2, L1, R1, L2, L1, R1, R2, L2, L1, R2, R1, L2.
Worm Graveyard with 30 lives - R1, R2, L2, R2, R1, Square, Triangle, Circle, L1, X, Square, Triangle.
Monk Rushmore with 31 lives - R2, L2, R1, L1, R2, L2, R1, X, L1, R2, L2, X.
Monk Rushmore with 55 lives - R2, L1, R1, L2, X, Circle, X, R2, L2, L1, R1, R2.
Skullmonkey Gate with 54 lives - R1, L1, R2, L2, L1, R2, L2, R2, L2, L1, R2, L2.
Skullmonkey Gate with 61 lives - L2, R2, L1, R2, L1, R1, R2, L2, L1, X, R2, X.
Skullmonkey Gate with 84 lives - L1, R1, L2, R2, R1, L1, L2, R2, R1, L2, R2, R1.

Street Fighter EX+ α

Hidden Bonus Barrel Game

To get the bonus barrel game, go to the Mode Select Menu and highlight "Practice." Press Start, then Up, Up, Right, Up, Right, Up and Start again. A message will appear that says, "Here Comes a New Game Mode." Now go into Practice Mode and you will see a new option called "Bonus Game." Choose any character, and you will be playing the bonus barrel stage from Street Fighter II.

Aluminum Bat for Cracker Jack

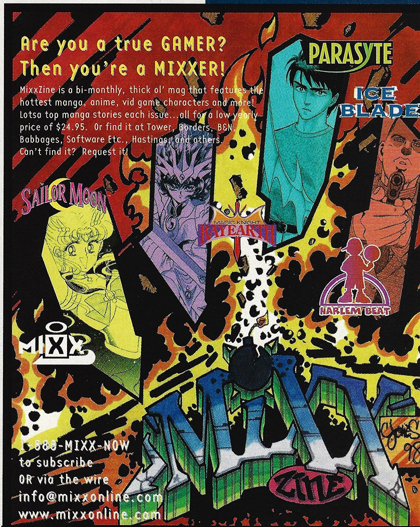
To switch from Cracker Jack's wooden bat to an aluminum one enter the following code: Select Cracker Jack, then press and hold Up+Square+Circle+R1+R2 until the match begins.

Triple Play 99

In-Game Cheats

To get this plethora of cheats to work, you must press and hold all four of the top buttons (L1, L2, R1, R2) while doing the code. Enter any of these when you are in the game:

Cheat Homerun - Triangle, Square, Triangle, Circle, X, Square, Left, Right.
Cheat Strike Out - Up, Down, Triangle, Square, Triangle, Circle, X, Square.
Cheat Crowd Comment - Up, Triangle, Down, X.
Cheat Weather Comment - X, Down, Triangle, Up.
Cheat Sponsor Comment - Left, Square, Right, Circle.
Cheat Nickname Game - Circle, Right, Square, Left.
Cheat Historical - Up, Triangle, Right, Circle.
Cheat Stadium Info - Down, X, Right, Circle.
Cheat Crowd Applause - Triangle, Up, Up, Triangle.
Cheat Crowd Cheer - Square, Left, Left, Square.
Cheat Crowd Ooh - X, Down, Down, X.
Cheat Boo - Circle, Right, Right, Circle.
Cheat User Cam - Right, Left, Up, Down, Right, Left.
Cheat Overview of Batter - Left, Square, Up, Triangle.



MixxZine is a bi-monthly, thick ol' mag that features the hottest manga, anime, vid game characters and more! Lotsa top manga stories each issue...all for a low yearly price of $24.95. Or find it at Tower, Borders, B&N, Babbages, Software Etc., Hastings, and others. Can't find it? Request it!

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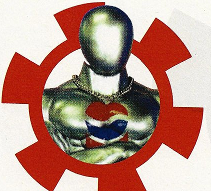
to subscribe
OR via the wire
info@mixxonline.com
www.mixxonline.com

5G No question, this should be in your home
4G Recommended, very cool
3G Pretty good, check it out
2G Below average
1G Very lame

Scotty! Where is this "intense" rumbling sensation coming from?!
U.S.S. ENTERPRISE NCC-1701



Pepsi Man Sound Bank

For those in-the-know, Pepsi Man is the spokesperson for Pepsi in Japan and one of the coolest marketing tools ever. He stars in commercials, print ads and has even appeared as a character in a video game. The latest in the shameless parade of Pepsi Man memorabilia is a Sound Bank. Whenever you drop a coin into the man of aluminum, the proud Pepsi Man theme song will audibly reward you.

Iwaya (import) **2700 yen (about $20)**

The Intensor

Taking the concept of the rumbling control pads a couple steps further, the Intensor shakes and vibrates a whole chair. This is a great concept, but unfortunately, the execution is what causes the experience to fall short. The rumbling sensation works off of the bass sounds of a game or movie which is great for occasional explosions, but can get very tiresome for long battles. For example, in Tekken 3 the rumbling is nonstop through every match because of the bass in all the music tracks. You could turn the BGM off, but who wants that?

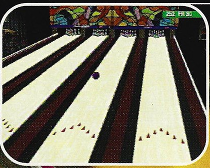
The real Achilles heel though is the chair itself. Put simply, it's horribly uncomfortable. What's more, it has a very cheap feeling to it which doesn't lend one much confidence in sitting on it in the first place. The padding on the chair is inadequate for more than 10 minutes of sitting at a time. If the manufacturers could improve the quality of the chair, the difference could be startling.

BSG Labs **$300 - 500 (depending on accessories)**

Brunswick

CIRCUIT PRO BOWLING

Win a trip to a bowling tournament and other great prizes!



Win a copy of Brunswick Circuit Pro Bowling!

PlayStation
Brunswick
CIRCUIT PRO BOWLING
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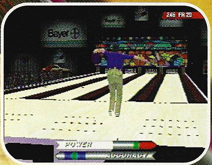

Grand Prize (1 winner)

A trip to a bowling tournament, official Brunswick Bowling gear including a custom Brunswick bowling ball and bag, a lesson with a professional bowler and a copy of Brunswick Circuit Pro Bowling for your Sony PlayStation.

First Prize (5 winners)

Brunswick Bowling Ball and Bag, and a copy of Brunswick Circuit Pro Bowling for your Sony PlayStation.

Second Prize (5 winners)

A one-year subscription to *Official U.S. PlayStation Magazine* and a copy of Brunswick Circuit Pro Bowling for your Sony PlayStation.

PlayStation

Official U.S. PlayStation Magazine

Brunswick Circuit Pro Bowling Sweepstakes

1. No Purchase Necessary: To enter mail a standard-size postcard containing your name, address and phone number to: *Brunswick Circuit Pro Bowling Sweepstakes, 5016 N. Parkway Calabasas, Suite 100, Calabasas, California 91302.* One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received Dec. 31, 1998. All entries become exclusive property of THQ Inc. and will not be acknowledged or returned. THQ assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries.

2. Prizes: 1 Grand Prize winner will receive a trip for two to a Professional Bowling tournament, VIP seats for tournament matches, a bowling lesson from a Brunswick Pro, one (1) Brunswick bowling ball and one (1) bowling bag, and one (1) Brunswick Circuit Pro Bowling game for the Sony PlayStation. If under 18, the winner must be accompanied by a parent or guardian. Hotel accommodations and round-trip airfare are included. Exact dates of the trip and destination are to be determined. 5 First Prizes. First Prize winners will receive one (1) Brunswick ball, one (1) bowling ball bag, and one (1) copy of Brunswick Circuit Pro Bowling game for the Sony PlayStation. 5 Second Prizes. Second Prize winners will receive a one (1) year subscription to the *Official U.S. PlayStation Magazine* and one (1) copy of Brunswick Circuit Pro Bowling game for the Sony PlayStation. Winners will be determined by a random drawing from all valid entries received by THQ Inc., whose decisions are final. Drawing to be held on our about Jan. 5, 1999. All prizes will be awarded. All prize winners will be notified by mail. Prizes are non-transferable. No substitutions of prizes are allowed, except at the option of Sponsor should the featured prizes become unavailable.

3. Odds of Winning: The odds of winning will be determined by the number of entries received.

4. Eligibility: Contest open to residents of the United States and Canada. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability acceptance within 30 days of receipt or forfeit prize. By acceptance or prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Employees of THQ Inc., ZD Inc., and their respective affiliates are not eligible. Neither THQ Inc., ZD Inc., nor their respective subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize.

5. Winners List: For a list of winners, send a stamped, self-addressed envelope to "Brunswick Circuit Pro Bowling Sweepstakes Winners List" 5016 N. Parkway Calabasas, Suite 100, Calabasas, CA 91302. Requests for winners lists must be received by Jan. 15, 1999.

6. Restrictions: Void where prohibited or restricted by law. All federal, state, and local regulations apply.

7. Sponsors: This sweepstakes is sponsored solely by THQ Inc. ©1998 THQ Inc.

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Killer Sound For Your Killer Games

This $800 subwoofer/satellite speaker system from Energy is the best I've heard in this price range. With four identical Take2 satellite speakers, a perfectly voiced Take1 center speaker and a rockin' ES-8 8-inch powered subwoofer, you get a hell of a lot for your money. The Take2 satellites have excellent dynamic range and really fill up the room for added excitement on blow-'em-up games, while the Take1 center speaker reproduces dialogue with dead-on accuracy. It must be said that if you live in an apartment, get ready for some complaints—the sub may only have an 8-inch driver, but it is capable of making the neighbors think WWIII just broke out next door.

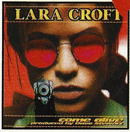
Since Dolby has announced 25 new games in surround sound, and they expect to reach 200 surround titles by the end of the year—you're gonna need a receiver that has at least Dolby Pro Logic, so you can get the surround-sound effects in all these new games. Better yet, Kenwood makes a receiver for only $700 with Pro Logic and Dolby Digital! The 1080VR A/V receiver (not pictured here) has most of the inputs and outputs you need, sounds great, and comes with a remote than can be configured to run just about anything else in your A/V rack.

And there you have it—now you can have killer sound while playing your "killer" games, and you're only out 1,500 bucks! Oh yeah, after you've hyper-extended your thumb, try watching a movie through your new system. I guarantee you will be just as impressed with *WarGames* the movie as you were with WarGames, Defcon 1 the game—but when the police come knockin', don't say I didn't warn ya!

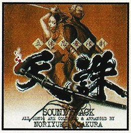
Kenwood/108VR **$700**	✪✪✪✪✪
Energy/ES-8 **$800**	✪✪✪✪✪

Gaming Tunes

Although Rhona Mitra is no longer the official **Lara Croft**, you can still hear her sing some suggestive songs. Rhona is backed up by Dave Stewart (of Eurythmics fame) who handled the production. Unfortunately the tracks range from retread techno riffs to uninspired pop tunes. This one is for die-hard Rhona Mitra fans only. On the other hand, the original music from the Japanese version of **Gran Turismo** is soulful and jazzy which is perfect for play in your own car. It could be too laid back for some though. **Tenchu** features some of the funkiest grooves to accompany an action game in quite a while. Infectious beats with traditional Japanese instruments make this soundtrack a must.

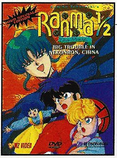


GRAN TURISMO
THE REAL DRIVING SIMULATOR
Original Game Soundtrack

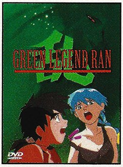


XIII BIS Records (Lara Croft) **$16.95**	✪◐
Sony Records (GT) **2854 yen (about $21)**	✪✪✪✪
Sony Records (Tenchu) **2754 yen (about $20)**	✪✪✪✪

Anime Now



Fans have been eagerly awaiting the first Ranma 1/2 release on DVD, but their reaction is likely to be mixed. **Ranma 1/2: Big Trouble in Neckonron China** is a great movie filled with classic Ranma humor. The disappointment comes from the quality of the transfer which is barely above TV series standards. The disc has nice extras and despite the average picture quality, it remains a must-purchase. The story of **Green Legend Ran** revolves around a boy who must unravel the mystery of the Green. The picture quality is very good and is complemented by the lush visuals which seem highly influenced by European artist Moebius. All three episodes of the series are contained on one handy disc. Get it! **Ninja Scroll** (not pictured) is regarded as one of the finest action Anime to be released here and with good reason. Fast-paced story and gripping action combine for an explosive experience. Be forewarned that the violence content is quite high.



Viz (Ranma 1/2) **$29.95 DVD**	✪✪✪✪
AIC/Pioneer (Ran) **$29.95 DVD**	✪✪✪✪◐
Manga (Ninja Scroll) **$24.95 DVD**	✪✪✪✪◐

Are You Missing Something?

Issue #1— $15

October 1997

Ghost in the Shell
Final Fantasy VII Strategy
Demo Disc includes:
playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2, Fighting Force
non-playables: Tomb Raider II, NFL GameDay 98

☐

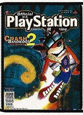
Issue #2— $10

November 1997

PaRappa the Rapper
Bushido Blade Strategy
Demo Disc includes:
playables: Crash Bandicoot 2, Croc, Armored Core, Madden NFL 98, Cool Boarders 2, Colony Wars non-playables: NHL FaceOff 98, Ghost in the Shell

☐

Issue #3— $10



December 1997

Cool Boarders Strategy
Demo Disc includes:
playables: Bushido Blade, Vs., Star Wars: Masters of Teräs Kâsi, Jet Moto 2, Cardinal SYN, Ghost in the Shell, Moto Racer, Test Drive 4
non-playable: One

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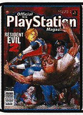
Issue #4— $10



January 1998

Resident Evil 2 Feature
Tomb Raider II Strategy
Demo Disc includes:
playables: NFL GameDay 98, CART World Series, Frogger
non-playables: Spawn, Final Fantasy Tactics, Pandemonium 2, Gex 2

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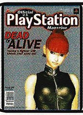

February 1998

Dead or Alive Feature
1997 OPM Editors' Awards
Demo Disc includes:
playables: NCAA GameBreaker 98, Tomb Raider II, Command & Conquer: Red Alert, Crime Killer non-playables: Pitfall 3D, Resident Evil 2, Vigilante 8, Monster Rancher

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Issue #6

Sold Out

March 1998

Final Fantasy Tactics
A Look Ahead to '98
Demo Disc includes: playables: Bloody Roar, Monster Rancher, Shipwreckers
non-playables: Aundra, NBA Shoot Out 98, Saga Frontier, Mega Man Neo

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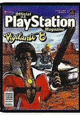

April 1998

10 Overlooked PS Picks
Resident Evil 2 Strategy
Demo Disc includes:
playables: Hot Shots Golf, Pitfall 3D, WCW Nitro, ONE
non-playables: Blasto, The Granstream Saga

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Issue #8— $10

May 1998

Psybadek Feature
Tekken 3 Strategy
Demo Disc includes:
playables: Einhänder, Gex: Enter the Gecko, Klonoa
non-playables: Dead or Alive, Gran Turismo

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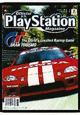

June 1998

Metal Gear Solid Preview
Gran Turismo Review
Demo Disc includes:
playables: Cardinal SYN, Vigilante 8, Forsaken, N2O, TOCA, Dead or Alive.
non-playables: Tomba, Jersey Devil

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Issue #10— $15

July 1998

Legacy of Kain: Soul Reaver
Tomba! Strategy
Demo Disc includes:
playables: Gran Turismo, Tomba!, The Granstream Saga, Jersey Devil, NBA Shoot Out, Blasto, Speed Racer non-playables: NFL Xtreme, MLB 99, Tekken 3

☐

Issue #11— $15

September 1998

Metal Gear Solid
Vigilante 8 Strategy
Demo Disc includes:
playables: Tekken 3, Turbo Prop Racing non-playables: Duke Nukem: Time to Kill, Lunar: Silver Star Story, Ninja: Shadow of Darkness, Metal Gear Solid

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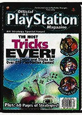
Trick Special— $15



Trick Special

Contains 60 pages of strategies for all of your favorite PlayStation games. Also includes codes and tricks for more than 275 titles.

Please note: does not contain a demo disc

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Demo Disc

If a picture is worth a thousand words, a playable demo is worth a million

Spyro the Dragon

Players	1	**Developer**	SCEA
Availability	Now	**Publisher**	SCEA
Analog Controller	Yes	**Genre**	Action/Adventure

✕	Jump/Glide
○	Flame
□	Charge
△	Look Around
L1	Roll Left
L2	Rotate Camera Left
R1	Roll Right
R2	Rotate Camera Right

A Gem of a Hint:

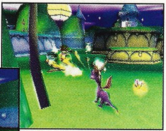
See if you can find all 400 gems in this demo. Here's a hint: Take a flying leap off a high tower and you'll find yourself above the rim.

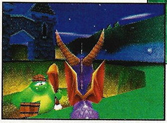
It seems that the 3D action platformer game has become the genre of choice as of late. Sony's latest journey into the 3D world could raise the watermark for future PlayStation platform games.

In the game, you control Spyro, a cute little dragon who's actually quite the tough guy. He has the ability to spew fire all over the screen as well as ram enemies with a killer head-butt.

As you travel through Spyro's world, you must defeat the numerous foes and collect the jewels that are scattered all over the place. If you come across a treasure chest, just charge into it. It will bust open and you shall reap the rewards.

Keep an eye out for the dragon statues as well. When you touch them, you free a fellow dragon who was trapped inside. These friendly creatures will give you helpful hints on how to navigate the world and get through the game. For instance, one dragon informs you that if you press the jump button while you're in the air, you will slowly glide around instead of falling down.





The game's graphics are some of the sharpest ever seen on the PlayStation. Just check out these shots!

Duke Nukem: Time to Kill

Players	1	**Developer**	n-Space
Availability	Now	**Publisher**	GT Interactive
Analog Controller	Yes	**Genre**	Action/Adventure

✕	Fire/Action
○	Holster Weapon
□	Jump
△	Turn Around/Crouch/Stand
L1	Walk
L2	Sidestep/Lean Left
R1	Sniper Mode
R2	Sidestep/Lean Right

Did You Know?

The N64 version of the first Duke game was very censored. Seems only PlayStation gamers are able to see Duke at his vile best.

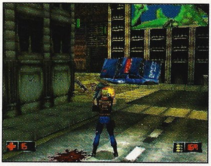
On last month's demo disc, you got to see some video footage of Duke Nukem's new, PlayStation-exclusive game. Now, you have a chance to try it out and see just what all the fuss is about.

Duke Nukem: Time to Kill is played from a third-person view, so the control is quite a bit different from the previous game.

While the gameplay may be different, Duke's politically incorrect attitude remains the same. Be sure to visit Duke's favorite club to say hello to a few dancing ladies. Also, if you can find her, a leather-clad vixen might point you to a hidden weapon.

Hidden secrets and tons of interactive elements add a lot of depth to the game. Try out the Action button on just about everything. Sometimes, you'll find hidden weapons and health. Other times, you might just stumble onto something funny (see who Duke calls on the pay phones).

Time to Kill looks as though it's shaping up to be one of Duke's greatest adventures of all time on any system.



He's rude, he's crude, but you gotta love the way that Duke handles a situation. This guy's always cool.

WWF War Zone

Players	1-4	**Developer**	Iguana
Availability	Now	**Publisher**	Acclaim
Analog Controller	No	**Genre**	Sports/Racing

✕	Block
○	Tie Up
□	Kick
△	Punch
L1	Dodge Left
L2	Climb Turnbuckle
R1	Dodge Right
R2	Run

Talk the Talk

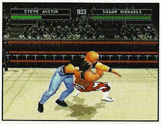
WWF War Zone features the "expert" commentary of wrestling favorites Vince McMahon and Jim Ross for double the fun.

Wrestling games are becoming some of the most popular "sports" titles. While the previous WWF games have been essentially fighting games (complete with crazy special moves), War Zone is striving to be a more accurate simulation of the sport.

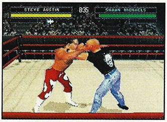
The game features many of the stars of the WWF, including the immensely popular Stone Cold Steve Austin, who is playable in this demo.

It also includes some surprisingly smooth-looking 3D graphics as well as a wide variety of wrestling moves, many of which are particular to individual wrestlers.

The final version of the game will feature a Create-a-wrestler option that lets you design your own combatant from the ground up. You can even change really personal things about him such as his chest hair and belly size. You can't beat that.



These wrestling games are getting more and more realistic. Soon, we'll be smelling the sweat.



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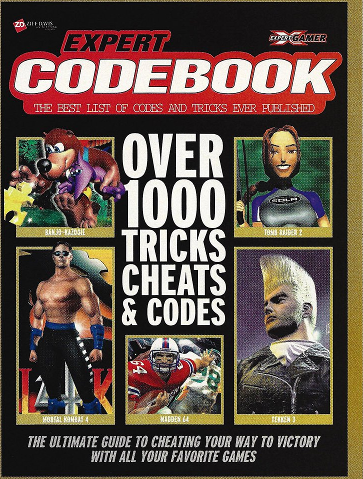

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The Unholy War

Players	1-2	**Developer**	Crystal D.
Availability	Now	**Publisher**	Crystal D.
Analog Controller	No	**Genre**	Action/Adventure

✕	Jump/Teleport on Arrows
○	Attacks and Powers
□	Attacks and Powers
△	Attacks and Powers
L1	Not used
L2	Not used
R1	Not used
R2	Not used

Terrain is Your Friend

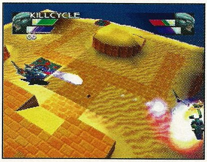
Make use of the arena's terrain to get the advantage over your foe. Attack from above or try to get behind them. Kill or be killed!

The finished version of The Unholy War will contain a Strategy Mode that will be the main thrust of the game. Featured here are the one-on-one confrontations that are indeed a game in themselves. The demo lets you compete against the computer or another person in arena-style combat.

The first order of business is to select the arena to fight in. This should be pretty easy since only one of the four options is available here. Then, you must choose one of the four characters that are playable in this demo. Give each of them a try, since they all play quite differently.

When you and your opponent get dropped into the playing field, you immediately begin hunting them down. The object is simple: destroy your enemy. Each of the three weapon buttons activates a different power. These vary depending on what character you have selected.

Your best bet is to run in fast, get off a couple of shots, then retreat. Repeat this until you kill the enemy. Just hope that they don't do the same to you.



The action comes fast and furious in The Unholy War. You had better make your move fast, or you're toast.

S.C.A.R.S.

Players	1-4	**Developer**	Vivid Image
Availability	October	**Publisher**	Ubi Soft
Analog Controller	Yes	**Genre**	Action/Adventure

✕	Accelerate
○	Head Lights
□	Brake
△	View Modes
L1	Jump
L2	Rear View
R1	Use Weapons
R2	Change Weapon

S.C.A.R.S. Means What?

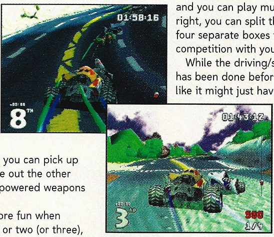
If you care, it means Situational Computer Animal Racing Simulation. You can rest easier knowing that, we're sure.

Driving and shooting. These two elements have gone together since the dawn of time (at least we think so...). Now, they come together once again for S.C.A.R.S., the new action/driving game from Ubi Soft.

The premise is simple. Hop in a car and take it to the finish line. As you drive around the track, you can pick up special weapons you can use to take out the other racers. These can range from high-powered weapons to a turbo boost to jet you forward.

Like most games, S.C.A.R.S. is more fun when played with a friend. Grab a buddy or two (or three), and you can play multiplayer. That's right, you can split the screen into four separate boxes for some heated competition with your pals.

While the driving/shooting game has been done before, S.C.A.R.S. looks like it might just have what it takes to become one of the more popular titles.



With its wide variety of weapons and crazy cars, S.C.A.R.S. can be a blast.

Metal Gear Solid

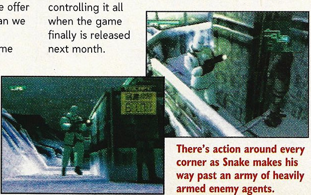
Players	1	**Developer**	Konami
Availability	October	**Publisher**	Konami
Analog Controller	Yes	**Genre**	Action/Adventure

Metal Gear Solid's environments are large and moody. Makes for plenty of good places to hide, scoot about and fall from.

It's getting closer! With each passing day, we are getting closer to the splendor that is Metal Gear Solid. This month, we offer an even closer look at the game than we did last month.

This time around, you get a closer peek at some of the intense gameplay in Konami's next-generation sequel to the hit NES games. This demo movie shows Solid Snake, the game's super spy hero infiltrating an enemy base.

Watch in amazement as he sneaks around, catching guards off guard and snapping their necks. Cringe with fear as he accidentally alerts enemies to his presence. Laugh with devilish glee as he sneaks around hidden under a cardboard box and watches the action from within. Then, become stunned with excitement when you realize that you will soon be controlling it all when the game finally is released next month.



There's action around every corner as Snake makes his way past an army of heavily armed enemy agents.

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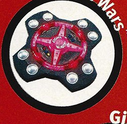

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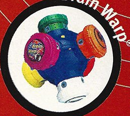

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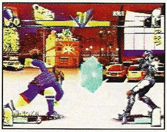
Demo Disc

If a picture is worth a thousand words, a playable demo is worth a million

Rival Schools

Players	1-2	**Developer**	Capcom
Availability	Now	**Publisher**	Capcom
Analog Controller	No	**Genre**	Fighting



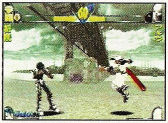
You'll know the Super Moves when you see 'em. The screen starts flashing like crazy as you dish out the punishment.

If anyone knows how to do a fighting game right, it's Capcom. Their games, either 2D or 3D, have been some of the prime examples in the genre.

Now, Capcom steps into the 3D arena once again with Rival Schools.

In this movie demo, you can see some of the unique character design involved in the game. The characters are all students in various schools (hence the title) who take their inter-school competition seriously. Many of the fighters have sports backgrounds such as baseball and soccer. This leads to some pretty unique attacks and special moves.

Incorporating an idea from some of their other games, Capcom included a feature that allows your partner to rush out during a fight for a tag-team move. When this happens, you both pound on your opponent.

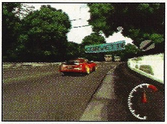


It looks really nice, and knowing Capcom, it should play even better. These guys know their fighters.

Test Drive 5

Players	1-2	**Developer**	Pitbull Synd.
Availability	October	**Publisher**	Accolade
Analog Controller	Yes	**Genre**	Sports/Racing

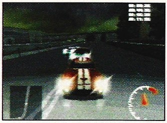
Seventeen tracks and 28 licensed cars make for a lot of variety in the game. You won't get bored of this one soon.



The Test Drive series has been around for a long time and this new version looks like it could be the best one yet. It features plenty of special effects and features to make it stand out from the current glut of racing games.

Test Drive 5 will be running in the PlayStation's High-res Mode, making the graphics look sharp and crisp. There are quite a few tracks that include plenty of shortcuts and branching roads that can help you get a lead on the other racers if you use them right. Also, there will also be a Two-player Mode where you can split the screen either horizontally or vertically depending on which way you prefer.

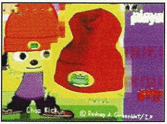
Test Drive 5 is looking good, but the big question is whether it have what it takes to compete with the likes of Need For Speed III and Gran Turismo, two of the best PlayStation racing games.



With great graphics and special effects aplenty, Test Drive 5 looks to be the best yet in the series.

Threadz

Ordering Information http://www.playstation.com



Want to be the coolest guy in town? Perhaps some PlayStation wear is what you need to attract the honeys.

Have you been itching to get ahold of one of those phat ski caps like the one PaRappa wears? Well, now you can order one of your very own red, froggy caps direct from Sony.

This video is a quick promo that tells you the easiest way to get your eager mitts on some hot PlayStation-related gear.

Just log onto SCEA's Web site (http://www.playstation.com), and you can visit the online store. From here, you can order all sorts of things. There are hats, T-shirts, jackets and more, all bearing the well-known PlayStation logo. Some of the items even bear the mark of your favorite PlayStation games.

If you can't get enough PlayStation in your diet (and who can?), then this gear should fill your plate.

Note: Despite what you see in this video, the clothes do not actually move on their own.

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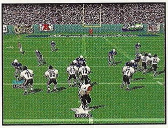
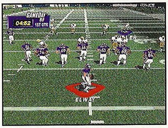
Next Month

A look ahead at our next issue

October 1998

Official U.S. PlayStation Magazine





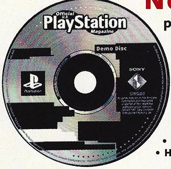
The Best Demo Disc EVER!

You heard us right—we're not messing around here. There's 14 different titles on this disc. Just look at the list of playable games and it reads like a list of the hottest games for the PlayStation in 1998. Metal Gear Solid, Legacy of Kain II, Cool Boarders 3. We've been showing them to you, now's your chance to play them!

But now that we're through slobbering all over next month's disc, let us calmly tell you some of the cool things ahead inside next issue, starting with our coverage of the football wars. Wars? Why yes, *OPM* will be the final word on whether GameDay 99 or Madden 99 is the best football game of the year. Look for the most comprehensive breakdown ever seen in a magazine. If you're looking to buy one game, you must read next month's issue of *OPM* first!

Also look for an in-depth preview of Twisted Metal 3, plus reviews of Heart of Darkness, Thunder Force V and Master of Monsters.

Oh yes, playable Metal Gear Solid. You just can't ask for things to get any better than that. Well, maybe you could, but let's not ruin this stellar demo disc moment, OK?



Check Out Our Next Demo Disc!

playables

- **Metal Gear Solid** • NFL Xtreme • Legacy of Kain: Soul Reaver • Test Drive 5 • Devil Dice • Ninja • Brunswick Bowling • Cool Boarders 3

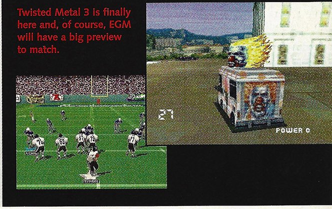
plus SIX bonus video previews

- Parasite Eve
- MediEvil
- NFL GameDay 99
- NHL FaceOff 99
- Heart of Darkness
- Rival Schools

ELECTRONIC GAMING MONTHLY™

Next issue is gonna be big and packed with tons of information headlined with LucasArts' next N64 game, Rogue Squadron! Obviously, you'll want to hear those *Star Wars* tunes in grand style, which is why we're also going to have a complete guide on how to build the Ultimate Gaming Rig. Whether you're shoppin' bargains or looking for a setup that'll rival the cost of a car, we've got the information you're looking for.

We'll also have previews of Twisted Metal 3, and more Metal Gear Solid to go along with reviews of Parasite Eve, Madden NFL 99 and NFL GameDay 99!

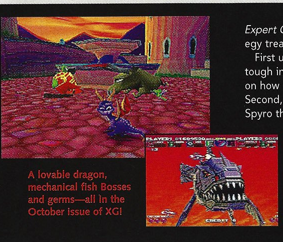


Twisted Metal 3 is finally here and, of course, EGM will have a big preview to match.

EXPERT GAMER™

Expert Gamer will have lots of tricks and strategy treats in the October issue.

First up, are those fishy-looking baddies too tough in G. Darius? We'll provide the best tips on how to hook and reel in the tough Bosses. Second, *XG* guides you through the kid-ish Spyro the Dragon as you search for your dragon pals and rescue them from an evil wizard. Last but never least, *XG* will have a complete strategy on the most-anticipated RPG since Final Fantasy VII—Parasite Eve.



A lovable dragon, mechanical fish Bosses and germs—all in the October issue of XG!

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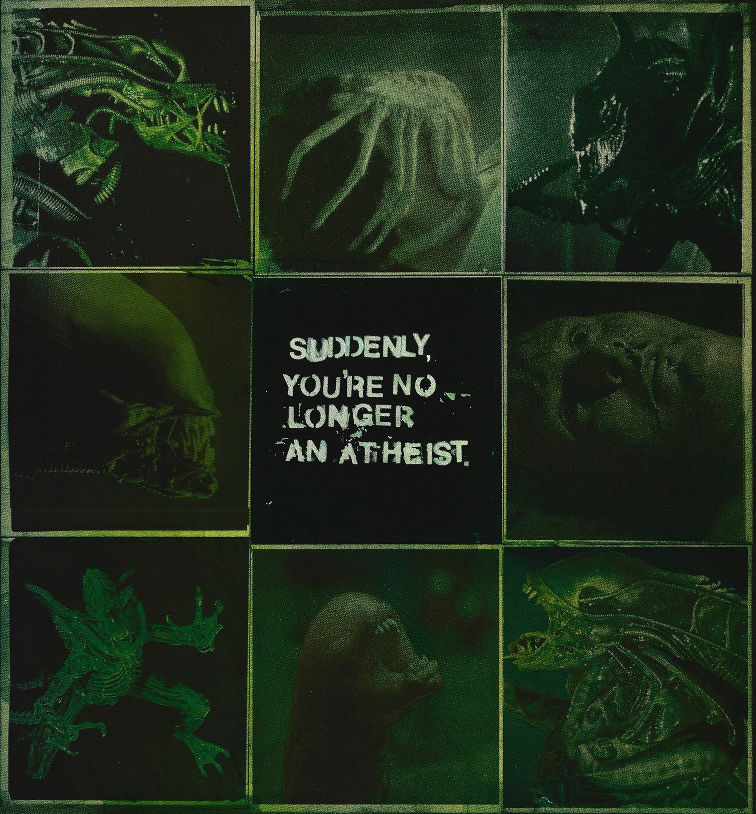

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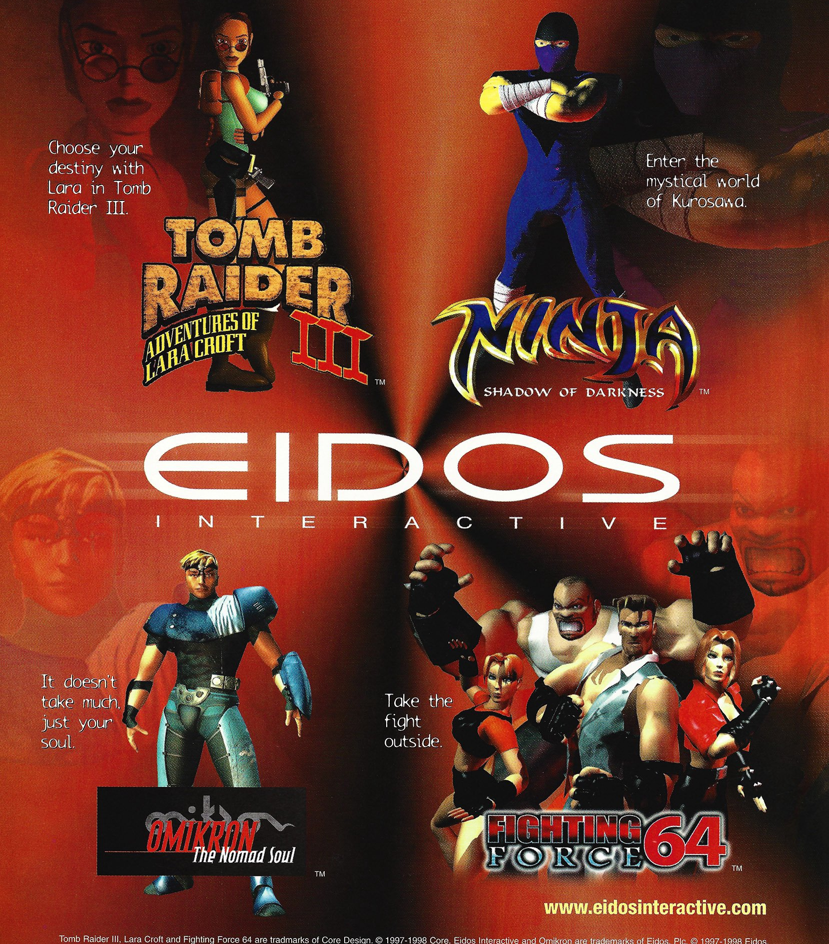
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